

A Database Publication

# electron user

Vol. 6 No. 10 July 1989 £1.25

## IMPROVE YOUR READING IN A FLASH...

*Reviews*

*Stormcycle  
Predator  
Sam 8*

*Type-in  
games*

*Jetbike  
Time Bomb  
Ladder Adder*



*Palace of Magic  
Map part 2*

# PLAY IT AGAIN SAM 10

**SUPERIOR APPROVED**



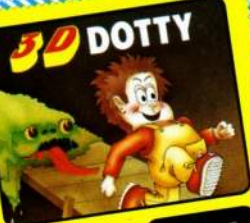
**ZALAGA**  
Acornsoft's Acorn Classic  
The award-winning classic  
shoot 'em up from Orbán  
and the author of Feedback and  
Inse. Fast, furious and  
visually excellent, very  
addictive...one always feels  
compelled to play again to  
discover what the next level  
is like. Acorn Ltd.

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various levels of play...shoot  
the king and his fluff, shoot  
the babies and the monsters and  
bustle the spaces. If you can't  
quack the duck takes over  
where the CHUCKS take off.

**SUPERIOR APPROVED**



**3D DOTTY**  
The Smash Hit from CBS  
A very colourful and addictive  
3-dimensional version of the  
arcade classic.  
"Great fun...the practice option  
for all 8 screens gives you a  
chance to fine tune, before  
playing on audience with your  
skills accompanied  
A & Computing

**A Superior Hit**



**REPTON THE GREAT TIME**  
Superior's greatest adventure  
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from Acornsoft to the future  
this includes screen and  
character editors  
"Very brightly designed  
over-entertaining...GOLDEN  
ELECTRON GAME  
Electron User

## PLAY IT AGAIN SAM 10 for the BBC Micro and Acorn Electron

Superior has combined an award-winning classic game with a top-quality brand-new release and two recent smash hits. The result is one of the best ever four-game compilations. Great value for money. Don't miss it for your collection!

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**(Compatible with the BBC B, B+ and Master Series computers)**

Please make cheques payable to "Superior Software Ltd."  
(The screen pictures show the BBC Micro versions of the games.)

### HAVE YOU GOT THE COMPLETE COLLECTION?

- All these previous PLAY IT AGAIN SAM four game compilations are still available from your local dealer or direct by mail from Superior Software. Prices are the same as for Play It Again Sam 10.
- PLAY IT AGAIN SAM 1 - Choose Your Swivel's Sun, Bovenand!
  - PLAY IT AGAIN SAM 2 - Repton 3, Crippes Rider, Galactica, CodeName: Drad, Commodore, Patcher of Magic, Killer Gorilla, Killer Gorilla 2
  - PLAY IT AGAIN SAM 3 - Fast! Impalerbird, Guardian, Commodore, Grand the Construction Set (BBC Micro only), Cosmos (Electron only)
  - PLAY IT AGAIN SAM 4 - Progen, Ilex, Bug Basher, Fortress (BBC Micro only), Moonlander (Electron only), Galactica 2, Hunchback, Hooper, The Sentinel (BBC Micro only).
  - PLAY IT AGAIN SAM 5 - Video 3, Revenge (Electron only)
  - PLAY IT AGAIN SAM 6 - Feedback, Bonecruncher, Snapper, Ghoul
  - PLAY IT AGAIN SAM 7 - Winner Champard 88, Quack, Around the World in 40 Screens, Mr. Wig, Cornet, Steve Davis Snooker, Spycat, The Life of Repton.



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# fun school

## Fun School 2 for Over-8s contains:

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- **Logic Doors:** Mapping made easy
- **Souvenirs:** An introduction to travel
- **Code Boxes:** Discover binary arithmetic
- **Mystery machine:** Have fun breaking codes
- **Escape:** A final check on progress

## Fun School 2 for 6 to 8 year olds contains:

- **Number train:** Calculations made enjoyable
- **Shopping:** Which shops for which products?
- **Maths Maze:** Fun improving arithmetical skills
- **Treasure Hunt:** Introduction to coordinates
- **Bounce:** Get to grips with angles
- **Packing:** Discover tessellating shapes
- **Caterpillar:** Word building challenge
- **Number jump:** Have fun practising tables

## Fun School 2 for Under-6s contains:

- **Shape Snap:** Colourful shape recognition
- **Find the Mole:** Experiment with number sizes
- **Teddy Count:** Ideal introduction to numbers
- **Write a Letter:** Creative fun at the keyboard
- **Colour Train:** Play at spotting colours
- **Pick a Letter:** Word building made easy
- **Spell a Word:** Enjoy naming the pictures
- **Teddy Bears Picnic:** Move around a maze

Now children can really have fun while learning. Fun School 2, designed by a team of educationalists, is available for three age groups: Under-6s, 6-8 year olds and Over-8s. Each pack comes with eight colourful and exciting programs, a colourful button badge and detailed instructions giving educational help.

The computer itself monitors the child's progress. The skill level - initially set by parents - is automatically adjusted to suit the child's ability.

Now children can enjoy using their parents' computer while they learn at their own pace.

### Available for:

Spectrum, Commodore 64,  
Amstrad CPC, BBC Micro/Electron  
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Also: Atari ST, Amiga, PC £19.95  
(PC version released in May)

**DATA BASE  
EDUCATIONAL  
SOFTWARE**

Format	Under-6s		6-8 years		Over-8s	
	Tape	Disc	Tape	Disc	Tape	Disc
Spectrum	9094	9095	9096	9097	9098	9099
Commodore 64	9064	9065	9066	9067	9068	9069
Amstrad CPC	6179	6180	6181	6182	6183	6184
BBC Micro/Electron	2239		2242		2245	
BBC B+Master 40T	2240	2241	2243		2249	
BBC B+Master 80T	2240	2241	2244		2250	
Atari ST	9192	9193	9193		9194	
Amiga	9842	9843	9843		9844	
PC 5.25"	5764	5765	5765		5766	
PC 3.5"	5767	5767	5768		5769	

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## Audiogenic releases new Electron titles

ELECTRON games players are being well served to a feast of new titles from Audiogenic Software (01-861 1166).

Due out soon is Lone Wolf - The Mirror of Death. It is the first in a series of games based on Lone Wolf, the hero of 13 role-playing books written by English author Joe Dever which have sold six million copies worldwide.

Basically a combat game, it has role-playing elements with Lone Wolf fighting to conquer the tower stronghold of Kazan-Gor and recover the fabled Lorestones of Nyxator.

Role playing was the basis of the off-beat launch for the game when 60 guests were given mythical characters and invited down Chislehurst Caves to search for Lone Wolf. They were then treated to appropriate refreshments including roast wild boar and venison.

The Electron version without venison, will cost £9.95 on cassette.

August will see the launch of Emyln Hughes Arcade Quiz. The former skipper of England and Liverpool has given his name to this multiple choice question and answer program based on a typical pub quiz and combined with some arcade-style action. Again, the Electron price is likely to be £9.95.

Other recent Electron releases from Audiogenic are Blast, an original game with familiar elements from the author of Shark and Fab Four, a four game compilation of Thunderstruck 2, Omega Orb, which have never previously been compiled, plus Psycastria 2 and Sphere of Destiny 2 which are re-mixes of classic originals. Both cost £9.95 on cassette.



Author Joe Dever with Beverley Gardner of Audiogenic who took the role of princess for the launch of the first Lone Wolf game in Chislehurst Caves.

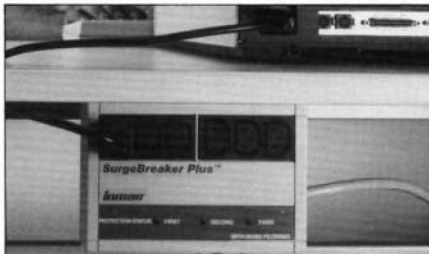
## ESPA into Europe

THE fledgling ESPA - Entertainment Software Publishers Association - has sidestepped a sticky problem and gone international at one fell swoop.

After discovering that its initials coincided with those of the Educational Software Publishers Association, it has changed its name to ELSPA, the European Leisure Software Publishers Association.

By doing so it has also opened up membership to many continental software houses which have expressed an interest.

"There was added impetus to include European in the name because a lot of our members export into Europe and there are firms in other countries that we would like to include in our membership", said chairman Andrew Hewson.



## Borrowed Basic editor

A BASIC editor is now available for Electron users. Pres (0276 72046) has just brought out Basic Editor Plus.

It adapts the BBC Micro's Basic Editor for use on the Electron with the addition of extra code and has a routine which will reduce the size of disc programs. It comes in cartridge and rom forms ranging in price from £30 to £38.

HEAVY mains surges can be caused by lightning, but Inmac (0344 424333) has developed a three tier protection.

The Surgebreaker has three suppression circuits which ensure that after the first one blows to absorb the energy there are still two circuits left for further surge protection. It costs £59.

## The mega micro shopping spree

ELECTRON users will have a treat in store later this year when an ambitious new computer show is launched. It's the Computer Shopper Show, to be held in the Great Hall of the Alexandra Palace from November 24 to 26.

Sponsored by Computer Shopper magazine and organised by Database Exhibitions, it will hit a huge market by combining four traditional shows from the festive season.

The Computer Shopper Show replaces the Electron & BBC Micro User Show, the Commodore and Atari Christmas shows and the Amstrad Computer show.

It will combine all the new products, special features and bargains from these events into what is confidently being billed as the world's largest computer shopping spree.



## Easier on the eyes

RECENT evidence suggests that the low level electromagnetic radiation emitted by cathode ray tubes may be just as harmful to health as the screen glare and static which affects many people who use VDUs for long periods.

French company DMS has developed a new kind of screen filter called the Aquila Permaesh. It supplements the usual carbonised mesh with a special alloy coating.

DMS claims the metallised filter is a fully effective shield against low level radiation. It is being marketed in the UK by Accodata (0732 885555) and Clovis (01-883 7520). Price £78.

# Gallup Software Chart



THIS MONTH	LAST MONTH	TITLE (Software House)	COMMENTS	PRICE
1	1	<b>STORMCYCLE</b> <i>Atlantis</i>	Save the Earth from imminent invasion and disaster by finding five diodes, killing the enemy and beating the clock.	1.99
2	●	<b>FRAK</b> <i>Aardvark</i>	A good five years old now, this game from Orlando was one of the first for the Electron. Definitely a collector's piece.	7.95
3	9	<b>COMMANDO</b> <i>Encore</i>	A Rambo-style shoot-'em-up against the odds. Now on a budget label, but you can also buy it as part of Play it Again Sam 3.	2.99
4	4	<b>JOE BLADE</b> <i>Players</i>	Consistently high in the charts, community-conscious Joe sets out on the original arcade adventure. Great fun.	1.99
5	17	<b>STEVE DAVIS SNOOKER</b> <i>Blue Ribbon</i>	A classic in sports simulations and destined to remain so for some time to come. If you have never played this get it.	1.99
6	7	<b>JOE BLADE 2</b> <i>Players</i>	The graphics are good and the game very playable. The puzzle screens are difficult and will keep you busy for hours.	1.99
7	11	<b>GRAHAM GOOCH TEST CRICKET</b> <i>Alternative</i>	Originally released by ASL, it is more suited to its budget price. Only recommended if you can't wait for the next Test.	1.99
8	3	<b>TRIPLE DECKER</b> <i>Alternative</i>	These games were originally listings in <i>Electron User</i> . There can be no argument about their value for money.	1.99
9	●	<b>ANARCHY ZONE</b> <i>Atlantis</i>	Returning to the charts, a superb arcade adventure that musn't be missed. If you like fast action you'll be quite at home.	1.99
10	19	<b>CREEPY CAVE</b> <i>Atlantis</i>	A strange place to lose your keys, but stranger things have happened. Fun, colourful and enjoyable romp.	1.99
11	●	<b>LAST OF THE FREE</b> <i>Audiogenic</i>	Here's another title which has not been in the charts for several years. And it's still selling even at this price.	7.95
12	●	<b>INDOOR SOCCER</b> <i>Alternative</i>	A simple game at a budget price. Good value and well worth it. Nothing spectacular, but a well executed simulation.	1.99
13	●	<b>MR WIZ</b> <i>Blue Ribbon</i>	Now available at the budget price, a nice Pac-Man style game. Also available as part of Play it Again Sam 8. Fast and addictive.	1.99
14	●	<b>STAR FIGHT</b> <i>Alternative</i>	Returning to the charts is this fun and simple space blast. Not a very original idea and it doesn't offer anything special.	1.99
15	●	<b>COMBAT LYNX</b> <i>Alternative</i>	Wartime helicopter game sets a mission for the more adventurous. A good introduction to the world of flight simulators.	1.99
16	13	<b>FRANKENSTEIN 2000</b> <i>Atlantis</i>	If you enjoy things that go bump in the night you'll like this. More of a cross between Inner Space and Fantastic Voyage.	1.99
17	●	<b>WAY OF THE EXPLODING FIST</b> <i>Mastertronic</i>	A classic martial arts fighting game and a perennial favourite. A good budget priced example of the genre.	1.99
18	●	<b>PLAY IT AGAIN SAM 8</b> <i>Superior</i>	A five-game compilation consisting of Winter Olympiad '88, Quest, Around the World in 40 Screens and Mr Wiz.	9.95
19	●	<b>CHESS</b> <i>Various</i>	Not new, but very few board games transfer successfully to the computer screen. Chess is one that makes it.	9.99
20	●	<b>STOCK CAR</b> <i>Micropower</i>	Another old title which has made its return. Race around the track to your heart's content with this one.	9.99

# SOFTWARE

## Bargains

### COMPILATIONS

TITLE	F	RRP	SALE
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MICRO POWER MAGIC 1 (Stock Car, Felix Evil Viewers, Ice, Moonbase, Swag, Chew, Bandits)	C	7.95	5.75
MICRO POWER MAGIC 2 (Bumble Bee, Gauriel, Rubble Trouble, The Mine, Frezzy, Felix Fruit, Danger LXB, Swoop, Postron, Killer Gorilla)	C	7.95	5.75
PLAY IT AGAIN SAM 1 (Catcher, Thrust, Snapper Run, Ravenskill)	C	9.95	6.95
PLAY IT AGAIN SAM 2 (Raptor 3, Craze Rider, Galaforra, Corolla Game Droid)	C	9.95	6.95
PLAY IT AGAIN SAM 3 (Commando, Palace of Magic, K. Gonilla, K. Gonilla 2)	C	9.95	6.95
PLAY IT AGAIN SAM 4 (Freak, Spatbinder, Cosmic Camouflage, Guardian)	C	9.95	6.95
PLAY IT AGAIN SAM 5 (Smogon, Bug Blaster, Moonraider, Elcor)	C	9.95	6.95
PLAY IT AGAIN SAM 6 (Galaforra 2, Hunchback, Hopper, Video's Revenge)	C	9.95	6.95
PLAY IT AGAIN SAM 7 (Frenzick, Snapper, Bone Cruncher, Ghoulis)	C	9.95	6.95
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### RECENT RELEASES AT SPECIAL PRICES

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Quest	9.95	6.95
Raptor Infinity	12.95	8.95
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Soy Cat	9.95	6.95
Supeman	9.95	6.95
Tank Attack	12.99	8.95
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Thrust of the Miners	12.95	8.95
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Goal!	C	7.95	6.95
Jan Botham Cricket	C	7.95	6.95
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Winter Olympiad '88	C	9.95	6.95
Winter Olympiad	C	9.95	6.25

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You don your spacesuit, climb aboard your jetbike and swoop down to the heart of the city. Luckily, scattered around are valuable fuel canisters – which must be collected in order to refuel your ship.

Teleports are handy for moving between the different buildings, but take care, as it is very easy to lose your way. Robots – fortunately, no longer active – block the way in several locations. They can be disintegrated by running into them after first collecting a power pod.

Take care you can only carry one power pod at a time. If you try to pick up a second one it will explode, ending one of your three lives.

All the action takes place in a window in the centre of the screen which shows a small portion of the current location. You can fly left and right using the Z and X keys. The teleports – represented by an arrow-shaped object – are activated by flying past while holding down the \* or ? keys.

There are several blind alleys from which there is no escape. If you end up in one press the B key to be transported back to the beginning. You will, however, lose one of your three lives.

The number of fuel canisters still to be collected is shown on the left-hand side of the screen.

```

10 REM Jetbike
20 REM By L.C.Davies
30 REM (c) Electron User
40 IF PAGE=8E00 GOTO 1480
50 MODES=DIM code 3500:VDU19,3
,6,0;ENVELOPE1,129,-10,-5,-3,10
,10,10,126,0,0,-126,126,126:ENVELO
PE2,129,10,5,3,10,10,10,126,0,0,-
126,126,126:v=8FFEE:VDU23,1,0,0;D
;0;
60 VDU23,224,255,254,128,128,1
28,132,132,132,23,225,132,132,136
,188,128,128,128,0,23,226,0,1,1,1
,1,57,33,33,23,227,33,33,1,1,1
,1,127,255,23,228,0,15,15,15,15,15
,15,0
70 PROCdraw:PROCcode:CALLIn:IE
ND
80 DEFPROCdraw:VDU19,1,0,0;VD
U19,2,0,0;VDU19,3,0,0;COLOUR129
:CLS:VDUS:FORF=96TO1024STEP64:FOR
E=128TO1208STEP64:MOVEE,F;GCOL3,3
:VDU224,10,8,225:GCOL3,1:VDU8,11
,226,8,10,227:NEXTE:NEXTF
90 GCOL0,0:MOVE432,760:DRAW932
,760:PLOT85,932,660:MOVE932,660:D
RAW432,760:PLOT85,432,660:MOVE288
,340:DRAW288,536:PLOT85,1088,536:
MOVE288,340:DRAW1088,340:PLOT85,1
088,536
100 GCOL0,1:MOVE400,800:DRAW900
,800:PLOT85,900,700:MOVE900,700:D
RAW400,800:PLOT85,400,700:GCOL0,2
:MOVE400,700:DRAW400,800:DRAW900,
800:GCOL0,0:DRAW900,700:DRAW400,7
00:GCOL0,0:MOVE434,758:PRINT"JETB
IKE":GCOL0,2:MOVE428,764:PRINT"JE
TBIKE"
110 GCOL0,1:MOVE256,384:DRAW256
,576:PLOT85,1056,576:MOVE256,384:
DRAW1056,384:PLOT85,1056,576:GCOL
0,2:MOVE256,384:DRAW256,576:DRAW1
056,576:GCOL0,0:DRAW1056,384:DRAW
256,384:VDU19,1,1,0;VDU19,2,3,0;
:VDU19,3,8,0;:ENDPROC
120 DEFPROCcode
130 FORpass=DT02STEP2
140 PX=code
150 IOPTpass
160 .ldal:EQUD&70077733:EQUD&883
37707:EQUD&3B3B3B5B:EQUD&3B5B2A19
:EQUD&7DF0C3B:EQUD&7900707:EQUD&C
CB8:EQUD&1CCC000:EQUD&E014545:EQ
UD&E8E9D1EE:EQUD&F0E11F:EQUD&F90
0F00:EQUD&EQUD&C000000:EQUD&F0B4
10A:EQUD&8B0F0F00
170 EQUD&86ACD45:EQUD&90E0E00:IE

```

```

QUDD:EQUD&C000000:EQUD&F0B410A:EQ
UD&8B0F0F00:EQUD&86ACD45:EQUD&9E00
E00
180 .rdal:EQUD:EQUD&3000000:EQ
UD&F0D2805:EQUD&8DF0F00:EQUD&6153
322:EQUD&7900700:EQUD&EQUD&3311:EQUD&8
333300:EQUD&770B2A2A:EQUD&7719087
7:EQUD&F0788FF:EQUD&F900F00
190 EQUD&E00EECCC:EQUD&12CE0EE:EQ
UD&8CDCCDCD:EQUD&8CD04589:EQUD&
E0F03CD:EQUD&8E90E0E0
200 .pl:EQUD&7000FF1F0:EQUD&3030
0071:EQUD&30303030:EQUD&30303030:
EQUD&30303030:EQUD&30303030:EQUD&
70003130:EQUD&F7F0073:RTS
210 .pr:EQUD&E00FFFF:EQUD&8CCC
00EE:EQUD&8CCCCCCC:EQUD&8CCCCCCC:
EQUD&8CCCCCCC:EQUD&8CCCCCCC:EQUD&
E000CCC:EQUD&FFD0EE:RTS
220 .arl:EQUD:EQUD&31311110:EQ
UD&4777373:EQUD&31300087:EQUD&31
313131:EQUD&F0000331:EQUD&7373737
7:EQUD&1103131:RTS
230 .arr:EQUD:EQUD&8C8C0808:EQ
UD&FCFCBE:EQUD&8C84000F:EQUD&8C8
C8C8:EQUD&C30000CC:EQUD&8ECCFCF:
EQUD&8080CC:RTS
240 .btL:EQUD:EQUD&70002
110:EQUD&430007:EQUD&43000FF0:EQ

```

### CONTROLS

Z	Left
X	Right
*	Teleport up
?	Teleport down
B	Teleport back to beginning

```

D&FF0043:EQUD&1006100:EQUD&1210
007
250 .btr:EQUD:EQUD:EQUD&86000
C08:EQUD&E00E:EQUD&E00DF0F:EQUD&
F0F00DE:EQUD&E00E000:EQUD&8DC00DE
260 .pb:EQUD&330000:EQUD&330000
770:EQUD&21000000:EQUD&3210003:EQ
UD&321000:EQUD&C4800321:EQUD&7F7F
666:EQUD&90C566F
270 .pbt:EQUD&FF00FE:EQUD&FF000
FF0:EQUD&F00CF00:EQUD&39393008:EQ
UD&393931:EQUD&E000F0F:EQUD&FFFF
110:EQUD&80F00DE
280 .pb:EQUD&E0008:EQUD&E000F0F
1:EQUD&F000800:EQUD&FFF0E01:EQUD&
33B9999D:EQUD&CE66673:EQUD&78B88

```

# Join the space race





CD: EQU8&301C0C6  
290 .hgs: EQU8D: EQU8D: EQU870003  
010: EQU8&F0F00: EQU8&10300070: EQU8  
8617000: EQU80303030: EQU8&770002

300 .sgh: EQU8D: EQU8D: EQU8&E600C  
C88: EQU870F00: EQU8&8BC0DE6: EQU8  
8E8600: EQU8&C0C0C: EQU8&E8600C  
510 .blo: EQU8&7700033: EQU8&333333  
3300: EQU8&7700033: EQU8&33333300: E  
QU8&7700033: EQU8&33333300: EQU8&77  
00033: EQU8&33333300

320 .blt: EQU8&E0008C: EQU8&8C8C  
8C0D: EQU8&E0008C: EQU8&8C8C8C00: E  
QU8&E0008C: EQU8&8C8C8C00: EQU8&E  
0008C: EQU8&8C8C00

330 .one: EQU8&4040404: EQU8&4040  
404: EQU803030303: EQU803030303: EQU  
8&2010303: EQU803030303: EQU8&20102  
01: EQU803030303: EQU801030303: EQU8  
87030302: EQU803030308: EQU8&201020  
1: EQU803060503: EQU8&4040303

340 EQU803030404: EQU803030306: E  
QU80320103: EQU803030807: EQU8&201  
0201: EQU8&4040303: EQU8&4040404: EQU  
8&4040404: EQU8&3040404: EQU8&3030  
303: EQU803030807: EQU80320103: EQU  
803030605: EQU8&4040404: EQU8&40404  
04: RTS

350 .two: EQU8&4040404: EQU8&4040  
404: EQU803060503: EQU80320103: EQU8  
03030303: EQU803080703: EQU8030303  
3: EQU803020103: EQU802010303: EQU8&3  
030201: EQU8&4030303: EQU803040404: E  
QU803030605: EQU8&C030303: EQU8010  
30308: EQU803030302

360 EQU803030303: EQU808070303: E  
QU801030303: EQU801030302: EQU8&C03  
0302: EQU8&4040306: EQU807030404: EQU  
803030303: EQU803030201: EQU803030  
303: EQU803030605: EQU8&4040404: EQU  
8&4040404: RTS

370 .free: EQU804040404: EQU8&404  
0404: EQU803030303: EQU808070605: E  
QU803040403: EQU8030201: EQU8&2010  
303: EQU802010605: EQU803030303: EQU  
803030303: EQU803020103: EQU8030201  
03: EQU8030303: EQU803030807: EQU8  
03020104: EQU807030303

380 EQU803030308: EQU801030306: E  
QU801030302: EQU80C030302: EQU8&404  
0306: EQU80C030404: EQU801030306: EQU  
808070302: EQU803040403: EQU803030  
807: EQU803060503: EQU8&4040404: EQU  
8&4040404: RTS

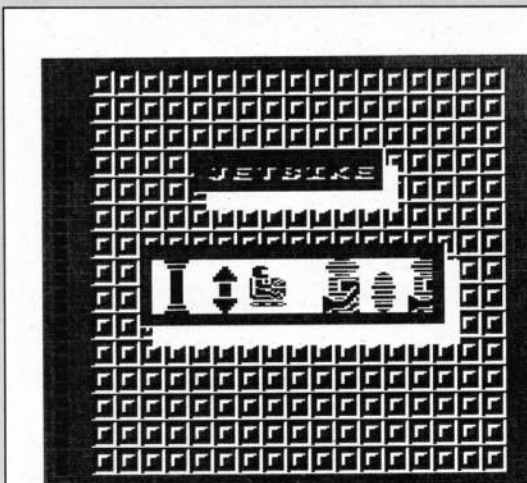
390 .rno: EQU8&4040404: EQU8&404  
0404: EQU807030303: EQU803020108: EQU  
803020103: EQU80300C03: EQU8&40404  
04: EQU803060503: EQU803080A09: EQU8  
03060503: EQU803080A09: EQU8030303  
03: EQU803080703: EQU803020103: EQU8  
03080703: EQU803030303

400 EQU80A90306: EQU806050308: E  
QU8080A903: EQU803060503: EQU80308  
0A09: EQU809030605: EQU80303080A: EQU  
803030306: EQU803040403: EQU808070  
303: EQU803030303: EQU8&4040404: EQU  
8&4040404: RTS

410 .unf: EQU8&4040404: EQU8&4040  
404: EQU803080703: EQU801030303: EQU8  
08030302: EQU803030303: EQU8030302  
01: EQU80303030C: EQU803020103: EQU8  
03060503: EQU803030303: EQU80303080  
7: EQU803030303: EQU8&4040404: EQU80  
3030303: EQU803030807

420 EQU80303030C: EQU803030201: E  
QU803020103: EQU803080C03: EQU80302  
0103: EQU803060503: EQU801030303: E  
QU801060503: EQU803030302: EQU803030  
303: EQU803080703: EQU8&4040404: EQU  
8&4040404: RTS

430 .six: EQU8&4040404: EQU8&4040  
404: EQU80303030303: EQU8&2010807: EQU  
803040404: EQU80303030303: EQU803040  
4: EQU80303030C: EQU80300C03: EQU8  
0303030303: EQU803030807: EQU8030605  
03: EQU8&4040404: EQU8&E030303: EQU8  
0303030F: EQU803030303  
540 . EQU8&4040404: EQU80300C03: E  
QU80300C03: EQU80F0E0303: EQU80303  
0303: EQU807030303: EQU80E030308: EQU  
80E03030F: EQU8&403030F: EQU80E040  
404: EQU80303030F: EQU8&4040404: EQU  
8&4040404: RTS



450 .seven: EQU8&404040404: EQU8&40  
40404: EQU803060503: EQU802010303: E  
QU803030201: EQU803080703: EQU80103  
0303: EQU801030302: EQU807030302: E  
QU803030807: EQU8&4030303: EQU803040  
404: EQU803030303: EQU803030605: EQU  
803030201: EQU8030807

460 EQU803080A09: EQU8080A903: E  
QU803060503: EQU803080A09: EQU80903  
0605: EQU80303080A: EQU808070303: E  
QU803040403: EQU80E030807: EQU803030  
30F: EQU803080703: EQU8&404040404: E  
QU804040404: RTS

470 .eight: EQU804040404: EQU8&40  
40404: EQU803030303: EQU802010807: E  
QU803030201: EQU803030303: EQU80306  
0503: EQU8080A0903: EQU803060503: E  
QU803030303: EQU803080A09: EQU803030  
303: EQU803030807: EQU8&4030605: E  
QU803040404: EQU803030303

480 EQU803030F0E: EQU803030303: E  
QU806050303: EQU803030303: EQU80303  
0303: EQU803030F0E: EQU803030F0E: E  
QU803030303: EQU80E030303: EQU808070  
30F: EQU803030303: EQU8&404040404: E  
QU804040404: RTS

490 .brick: EQU8&F002938: EQU80D  
1C0D: EQU8&F002938: EQU80D1C0D: EQU8  
0D&F002938: EQU80D1C0D: EQU8&F0029  
38: EQU80D1C0D: RTS

500 .dalek: LDA#70: STA#72: LDA#71  
: STA#73  
510 LD#X0: LD#Y0  
520 .back: LDA#LdL: X: STA(872): Y: JSR  
ST: INY: INX: CPY#8: BNE#back  
530 LDA#70: CLC: ADC#8: STA#72: LD  
A#71: ADC#0: STA#73: LD#Y0  
540 .qw: LDA#LdL: X: STA(872): Y: JSR  
Rtest: INY: INX: CPY#8: BNE#qw  
550 LDA#70: CLC: ADC#8: STA#72: LDA#71  
DA#71: ADC#0: STA#73: LD#Y0  
560 .qw: LDA#LdL: X: STA(872): Y: JSR  
Rtest: INY: INX: CPY#8: BNE#qw: RTS  
570 .jtbk: LDA#903: CMP#1: BE#dale  
k: BNE#dale: RTS

580 .print: nm: INC#78: INC#78: JS  
R#nm: LDA#78: CMP#23: BNE#m: LDA#0  
: STA#78: STA#78: STA#78: JSR#jtbk: RTS  
590 .kelad: LDA#70: JSR#72: LDA#71  
: STA#73: LD#X0: LD#Y0  
600 .kceb: LDA#LdL: X: STA(872): Y: JSR  
ST: INY: INX: CPY#8: BNE#kceb  
610 LDA#70: CLC: ADC#8: STA#72: LDA

871: ADC#0: STA#73: LD#Y0  
620 .ij: LDA#LdL: X: STA(872): Y: JS  
Rtest: INY: INX: CPY#8: BNE#ij  
630 LDA#70: CLC: ADC#8: STA#72: L  
DA#71: ADC#0: STA#73: LD#Y0  
640 .hgl: LDA#LdL: X: STA(872): Y: JS  
Rtest: INY: INX: CPY#8: BNE#hgl: RTS  
650 .test: ST#74: LDA#72: CLC: ADC  
#74: STA#75: LDA#75: AND#7: CMP#7: BEQ  
bot: RTS

660 .bot: LDA#72: CLC: ADC#8: STA  
#72: LDA#73: ADC#0: STA#73: RTS  
670 .blank: LDA#76: STA#72: LDA#77  
: STA#73: LD#X0: LD#Y0: nm: LDA#0: STA  
(872): Y: JSR#test: INY: INX: CPY#8: B  
NE#n: RTS  
680 .lpl: LDA#76: STA#72: LDA#77:  
STA#73: LD#X0: LD#Y0: .er: LDA#L: X: ST  
A(872): Y: JSR#test: INY: INX: CPY#8: B  
NE#er: RTS

690 .rpl: LDA#76: STA#72: LDA#77:  
STA#73: LD#X0: LD#Y0: .re: LDA#R: X: ST  
A(872): Y: JSR#test: INY: INX: CPY#8: B  
NE#re: RTS  
700 .screen: LDA#76: CLC: ADC#0: S  
TA#76: LD#Y#7: JSR#look: LDA(87C): Y: C  
MP#1: BEQ#pl: CMP#2: BEQ#rpl: CMP#3:  
BEG#blank: CMP#4: BEQ#wall: CMP#5: BEQ#  
hr: CMP#6: BEQ#rc: CMP#7: BEQ#r: CMP#8:  
BEG#wr: JSR#screen: RTS

710 .wall: LDA#76: STA#72: LDA#77:  
STA#73: LD#X0: LD#Y0: .lk: LDA#Brck: X:  
STA(872): Y: JSR#test: INY: INX: CPY#8  
20: BNE#l: RTS  
720 .arw: LDA#76: STA#72: LDA#77: S  
TA#73: LD#X0: LD#Y0: .fd: LDA#rL: X: ST  
A(872): Y: JSR#test: INY: INX: CPY#8: B  
NE#fd: RTS

730 .wra: LDA#76: STA#72: LDA#77: S  
TA#73: LD#X0: LD#Y0: .df: LDA#rr: X: ST  
A(872): Y: JSR#test: INY: INX: CPY#8: B  
NE#df: RTS  
740 .chr: LDA#76: STA#72: LDA#77: S  
TA#73: LD#X0: LD#Y0: .nt: LDA#lT: X: ST  
A(872): Y: JSR#test: INY: INX: CPY#8: B  
NE#nt: RTS

750 .rh: LDA#76: STA#72: LDA#77: S  
TA#73: LD#X0: LD#Y0: .tn: LDA#tr: X: ST  
A(872): Y: JSR#test: INY: INX: CPY#8: B  
NE#tr: RTS  
760 .ubt: LDA#76: STA#72: LDA#77: S

◀ From Page 9

```

TA&73:LDX#0:LDY#0:.wk:LDAblt,X:ST
A(872),Y:JSRtest:INX:INX:CPY#820:
BNEwk:RTS
770 .wbo:LD&76:STA&72:LD&877:
TA&73:LDX#0:LDY#0:.kw:LDAblt,X:ST
A(872),Y:JSRtest:INX:INX:CPY#820:
BNEwk:RTS
780 .nearcs:CMPP#9:BEQtr:CMPP#8A
:BEQtr:CMPP#8B:BEQtr:CMPP#8C:BEQ
Lo:CMPP#8D:BEQtl:CMPP#8E:BEQbo:CM
P#8F:BEQbwt:RTS
790 .tro:LD&76:STA&72:LD&877:
TA&73:LDX#0:LDY#0:.jst:LDApbo,X:ST
A(872),Y:JSRtest:INX:INX:CPY#820:
BNEjst:RTS
800 .trt:LD&76:STA&72:LD&877:
TA&73:LDX#0:LDY#0:.fi:LDApbt,X:ST
A(872),Y:JSRtest:INX:INX:CPY#820:
BNEfi:RTS
810 .tre:LD&76:STA&72:LD&877:
TA&73:LDX#0:LDY#0:.f:LDAp,X:ST
A(872),Y:JSRtest:INX:INX:CPY#820:
BNEf:RTS
820 .glo:LD&76:STA&72:LD&877:
TA&73:LDX#0:LDY#0:.bp:LDAhgs,X:ST
A(872),Y:JSRtest:INX:INX:CPY#820:
BNEbp:RTS
830 .glt:LD&76:STA&72:LD&877:
TA&73:LDX#0:LDY#0:.pb:LDAshg,X:ST
A(872),Y:JSRtest:INX:INX:CPY#820:
BNEpb:RTS
840 .look:LD&73:CMPP#8:BEQLo:CM
P#10:BEQmid:CMPP#12:BEQhgt:RTS
850 .low:LD&A(87C),Y:STA&900:RTS
860 .mid:LD&A(87C),Y:STA&902:RTS
870 .high:LD&A(87C),Y:STA&901:RT
S
880 .hack:LD&A904:CMPP#1:BEQblit
z:RTS
890 .poo:JSRnie:RTS
900 .blitz:LDY#12:LD&A#3:STA(87C
),Y:INY:LD&A#3:STA(87C),Y:INY:LD&A
#3:STA(87C),Y:LD&A#0:STA&904:JSRwht
:JSRPrint:RTS
910 .get:LD&A#1:STA&904:LDY#12:L
DA#3:STA(87C),Y:INY:LD&A#3:STA(87C
),Y:JSRPrint:JSRzmo:RTS
920 .fl:LD&A904:BEQget:BNEpoo:R
TS
930 .zap:LDY#12:LD&A#3:STA(87C),
Y:INY:LD&A#3:STA(87C),Y:JSRPrint:J
SRpod:RTS
940 .right:LD&A901:CMPP#5:BEQzap
:CMPP#8C:BEQfl:CMPP#09:BEQgkch:CMPP
4:BNEight:RTS
950 .ight:JSRinc:LD&A#1:STA&903:
JSRPrint:RTS
960 .inc:LD&87F:INX:STX&7F:LD&8
7C:CLC:ADC#1:STA&7C:LD&A7D:ADC#0:
STA&7D:RTS
970 .zap:LDY#12:LD&A#3:STA(87C),
Y:INY:LD&A#3:STA(87C),Y:JSRPrint:J
SRpod:RTS
980 .loop:JSRr:JSRz:JSRr:JSRd:J
SRb:JMPLoop:RTS
990 .paz:LDY#7:LD&A#3:STA(87C),Y
:INY:LD&A#3:STA(87C),Y:JSRPrint:J
SRpod:RTS
1000 .x:LD&A#F:LDX#81:LDY#0:JSR&
FEE:LD&A#81:LDX#89E:LDY#8FF:JSR&
FFA:BCSLeft:RTS
1100 .up:LD&A#F:LDX#81:LDY#0:JSR&
FEE:LD&A#81:LDX#8B7:LDY#8FF:JSR&
FFA:BCSpur:RTS
1110 .pu:LD&A902:CMPP#8:BEQup:RTS
1120 .up:LD&A#F:LDX#81:LDY#0:JSR
&FEE:INC&7E:JSRadd:JSRPrint:RTS
1130 .add:JSRred:LD&A7E:CMPP#9:BE
qnl:LD&A7C:CLC:ADC#117:STA&7C:LD
A&7D:ADC#0:STA&7D:RTS
1140 .go:LD&A#one MOD256:CLC:ADC&
7F:STA&7C:LD&A#one DIV256:STA&7D:L
DA#1:STA&7E:JSRPrint:RTS
1150 .nin:LD&A#8:STA&7E:JMPrint:
RTS
1160 .d:LD&A#F:LDX#81:LDY#0:JSR&
FEE:LD&A#81:LDX#897:LDY#8FF:JSR&
FFA:BCSnd:RTS
1170 .nd:LD&A902:CMPP#8:BEQdn:RTS
1180 .dn:LD&A#F:LDX#81:LDY#0:JSR
&FEE:JSRmin:JSRPrint:RTS
1190 .min:JSRred:DEC&7E:BEQalf:L
DA&7C:SEC:SBCE#17:STA&7C:LD&A7D:5
BC&0:STA&7D:RTS
1200 .alf:LD&A#1:STA&7E:JMPrint:
RTS
1210 .pod:JSRonz:JSRmrk:INC&905:
LD&A905:CMPP#30:BEQoot:RTS
1220 .oot:LD&A#0:STA&907:.fp:JSRr
ed:JSRsync:JSRwht:JSRsync:JSRsync
:INC&907:LD&A907:CMPP#10:BNFfp:JS
Rscroll:JSRres:RTS
1230 .scroll:LD&A#4:JSRv:LD&A908:
.dx:LD&A#10:JSRv:JSRsync:JSRsync:I
NC&908:LD&A908:CMPP#80:BNEdx:LD&A5
:JSRv:RTS
1240 .l:lorcs:LD&A#4:JSRv:LD&A908:
.dx:LD&A#11:JSRv:JSRsync:JSRsync:I
NC&908:LD&A908:CMPP#4:BNEdx:LD&A5:
JSRv:RTS
1250 .sync:LD&A#13:JSR&FFA:RTS
1260 .red:LD&A#19:JSRv:LD&A#0:JSRv
:LD&A#5:JSRv:LD&A#0:JSRv:JSRv:JSRv:
JSRnoir:JSRzorn:RTS
1270 .wht:LD&A#19:JSRv:LD&A#0:JSRv
:LD&A#3:JSRv:LD&A#0:JSRv:JSRv:JSRv:
JSRnoir:JSRnoz:RTS
1280 .noir:JSRsync:JSRsync:JSRsync:JSRy
nc:JSRsync:JSRsync:JSRsync:LD&A#1
9:JSRv:LD&A#0:JSRv:LD&A#0:JSRv:LD&A#0
:JSRv:JSRv:JSRv:RTS
1290 .mrk:LDY#0:lbl:LD&A#F:STA(
88E),Y:INY:CPY#8:BNElbl:LDA&8E:CL
C:ADC#84D:STA&8E:LD&A8F:ADC&81:ST

```

```

&8F:RTS
1300 .krm:LDX#0:.mp:LDY#0:.htr:L
DA&8F:STA(88E),Y:INY:CPY#6:BNEht
r:LDA&8E:CLC:ADC#84D:STA&8E:LD&A8
F:ADC#81:STA&8F:INX:CPY#30:BNEmp
:LD&A#8:STA&8E:LD&A859:STA&8F:RTS
1310 .tab:EQUB10000:EQUB&0004:
RTS
1320 .noz:LD&A#7:LDX#tab MOD256:L
DY#tab DIV256:JSR&FFA:RTS
1330 .abt:EQUB10001:EQUB&0004:
RTS
1340 .zon:LD&A#7:LDX#zab MOD256:L
DY#tab DIV256:JSR&FFA:RTS
1350 .bat:EQUB10001:EQUB&3006E:
RTS
1360 .onz:LD&A#7:LDX#bat MOD256:L
DY#tab DIV256:JSR&FFA:RTS
1370 .tba:EQUB&20001:EQUB&400FF:
RTS
1380 .zno:LD&A#7:LDX#tba MOD256:L
DY#tba DIV256:JSR&FFA:RTS
1390 .ein:LD&A#0:STA&7B:STA&78:ST
A&7F:STA&9D4:STA&905:STA&906:STA&
76:LD&A#1:STA&7E:STA&903:LD&A#6&8:
TA&71:STA&77:LD&A#4C:STA&70:LD&A#
49:STA&8E:LD&A#859:STA&83:JSRkrm:J
SRgo:JSRPrint:JSRLoop:RTS
1400 .b:LD&A#F:LDX#81:LDY#0:JSR&
FEE:LD&A#81:LDX#89D:LDY#8FF:JSR&
FFA:BCSnie:RTS
1410 .nie:JSRred:JSRsync:JSRwht:
JSRsync:JSRred:JSRsync:JSRwht:JSR
sync:JSRzvi:RTS
1420 .zvi:LD&A#0:STA&7B:STA&78:ST
A&7F:STA&9D4:STA&905:LD&A#1:STA&7E:
STA&903:LD&A#6&8:STA&71:STA&77:LD&A
#4C:STA&8E:LD&A#859:LD&A906:CMPP
3:BECase:JSRgo:JSRPrint:JSRLoop:RT
S
1430 .cse:LD&A#0:STA&907:.pf:JSRw
ht:JSRsync:JSRsync:INC&907:LD&A90
7:CMPP#10:BNEpF:JSRl:lorcs:JSRres:
RTS
1440 .esc:BRK:RTS
1450 J
1460 NEXTpass
1470 ENDPROC
1480 REM Down Loader
1490 *KEYO TP, [MDX=PAGE-BEEO:FOR
1%>PAGE TO TOP STEP4:!(CI->D&)=!
X:NEXT:PAGE-BEEO]MOLD[MURUM]M
1500 *FX13B,0,12B

```



**B**OTH discs and drives are, on the whole, very reliable. However, occasionally disc errors do crop up when you are trying to catalogue a disc, save or load a program. The error messages displayed by the disc filing system are frequently cryptic and quite meaningless.

Take, for instance, the following error message produced when cataloguing a disc:

Disk fault 18 at 00/00

A fat lot of good that is. What it should say is: *Sector not found, you are attempting to read from or write to an unformatted disc.* Unfortunately, there wasn't enough room in the DFS rqm to incorporate these more explanatory error messages, so we're stuck with the abbreviated error codes.

This month, in the final article in the series, I'll go through these error codes and explain their true meaning so should the worst happen, you will be able to look up what the error was and set about correcting it. The solution to the example error above, of course, is simply to format the disc.

## Making sense

Only the disc controller error numbers are ever displayed on screen. Here is what they mean:

### &00: No errors

This indicates that the last disc operation went smoothly without any hiccups.

### &08: Clock error

The disc controller found a clock bit to be missing when reading data from the disc. There are several causes, such as leaving the disc by a magnet – the monitor and power supply contain them – and partially wiping a sector, or simply using poor quality discs. It pays to buy only the best when valuable data is at stake.

You can sometimes cure this fault by reading the sector and then writing it back again using a disc sector editor. If this fails, copy all your files to another disc and then reformat the offending one. Test it before trusting it with valuable data.

Although very unlikely, it is possible that you have a drive fault which requires the attention of a qualified engineer.

### &0C: Sector ID error

During the formatting procedure a two-byte cyclic redundancy checksum (CRC) is calculated for each sector ID and stored on the disc.

Each time a sector is read from the disc it is calculated again and compared with the original. If they don't match then an error has occurred.

The reasons for this error and the cure are the same as for error &08.

### &0E: Data CRC error

When you write data to a sector – say, when saving a program – a CRC is calculated for



# Cracking those cryptic codes

In the final article in his floppy disc series Roland Waddilove lists the DFS error messages

the data and stored alongside it. When the data is read from the sector the CRC is again calculated and, of course, should match the original precisely. If it doesn't, then you've got problems. The reasons and cure are as before.

### &10: Drive not ready

Either your drive isn't switched on, you haven't inserted a disc or the selected drive doesn't exist. If the drive is connected and switched on it may not be up to the correct operating speed – you'll need to consider factors like this when accessing the disc controller directly from machine code.

### &12: Write protect

You've left the write protect sticker on! Take it off and try writing to the disc again.

### &14: Track zero not found

Cross your fingers and hope that you never get this one, as the most likely cause is a

hardware fault. The disc controller has tried to seek (go) to track zero. The read/write head moves outwards until a microswitch is activated telling it to stop. When this error occurs the microswitch fails to tell the read/write head to stop. You may need a new switch.

### &16: Write fault

Like the last error, this indicates a hardware fault. Check all the cables and connectors.

### &18: Sector not found

This is the most common disc fault and has a number of causes. It means that a particular sector ID can't be found. You could be trying to read an 80 track disc in a 40 track drive – or vice versa. The disc might be unformatted, or if you are trying to back up a commercial game, the disc could well have a non-standard format making it impossible to copy.

With switchable 40/80 track drives try flicking the switch the other way round. Try cataloguing the disc and format it if it is not already formatted.

Note that you can always catalogue an 80 track disc in a 40 track drive and vice versa, so it will look quite normal until you come to read or write to it. Try \*DRIVE 0 40 if you have an 80 track non-switchable drive. You can then read from a 40 track disc, but unfortunately, you still can't write to it.

## Basic errors

The remaining errors are slightly different as they are produced at a higher operating level. They can be obtained by typing a command from the keyboard or from within a Basic program. This time the error numbers are not displayed, just the brief accompanying messages. Here are more complete descriptions:

Turn to Page 12 ▶

**&FC: Bad address**

The address in a \*LOAD or \*SAVE command doesn't make sense.

**&CF: Bad attribute**

You have used \*ACCESS incorrectly.

**&FE: Bad command**

The star command you typed – or that is in your program – was not recognised and a file of the same name couldn't be found on the disc.

**&CE: Bad dir**

The directory name entered isn't allowed.

**&CD: Bad drive**

Only drive numbers zero to three are acceptable. Check what you entered.

**&CC: Bad filename**

Check the filename in the SAVE/LOAD/OPEN command. Only seven letters are allowed.

**&CB: Bad option**

Only \*OPT1,0, \*OPT1,1, \*OPT4,0, \*OPT4,1, \*OPT4,2 and \*OPT4,3 is acceptable.

**&BF: Can't extend**

The DFS requires 16k when opening a file. If you write more than 16k another 16k block is allocated to the file. If this isn't possible – for instance, if another program has been saved immediately after the file – then a *Can't extend* error message is displayed.

**&BE: Cat full**

You can only save 31 files on a disc. When you try to save the thirty second you'll get this message.

**&C8: Disc changed**

This can occur if you open a file then change discs and try to write to the file.

**&C3: File locked**

You can't delete or overwrite a locked file. First unlock it.

**&C5: Disc full**

There is no more room on the disc to save the program or open the file. You may be able to continue after using \*COMPACT to collect all the free spaces into one continuous block.

**&C9: Disc read only**

The disc is write protected. Remove the write protect label.

**&C5: Drive fault**

A general drive error.

**&DE: EOF**

You have read all the information in the file and there is no more to BGET# or INPUT#.

**&C4: File exists**

You tried to rename a file, but one with that name already exists. You can't have two files with the same name.

**&C7: Disc fault**

A general disc error.

**&D6: File not found**

The file you tried to access couldn't be found.

**&C2: File open**

You can't delete or open a file that has been already opened. You must first close it.

**&C1: Read only**

You have tried to write to a file that you have opened for input only.

**&C0: Too many open**

You have tried to open more than five files. This is not permitted.

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# Ladder adder

**A**LTHOUGH Ladder Adder is based on the arcade ladders and levels theme, the emphasis is on education. Four brick levels are drawn on the screen, each connected by a ladder.

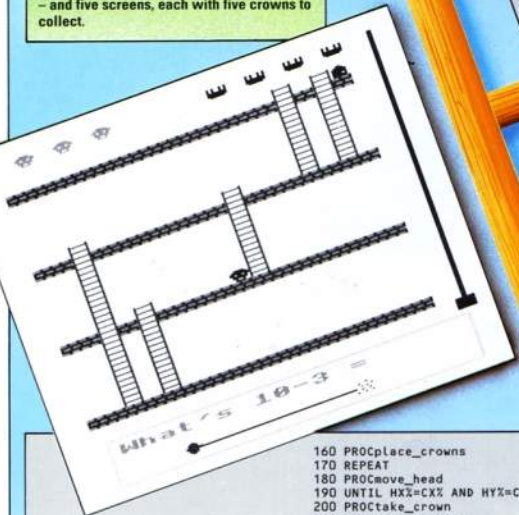
You start at the bottom left corner of the screen and a golden crown is placed at a random position on one of the levels. Using the Z, X, \* and ? keys you must climb ladders, run along levels and collect the crown.

Once you have it you'll be asked a simple arithmetic question and have to answer it before the fuse of a bomb burns down and it explodes. Answer correctly and the crown will be placed on a pole on the right-hand side of the screen and the bomb will be defused. Answer incorrectly and the bomb will explode and bang goes one of your four lives.

When you have collected five crowns you go via the door at the top right-hand corner of the screen to the next screen which features more difficult questions.

There are three levels of difficulty - select from the title and instructions screen - and five screens, each with five crowns to collect.

This fun educational game by Steve Bissell can help improve a child's mental arithmetic



```
10 REM Ladder Adder
20 REM By Steve Bissell
30 REM (c) Electron User
40 IF PAGE#1100 GOTO 1660
50 *FX213,50
60 *FX214,1
70 *FX211,0
80 MODE 1:*FX 9,5
90 PROCinst:*FX 10,5
100 MODE 2:*FX16
110 PROCinit
120 REPEAT
130 REPEAT
140 PROCscreen
150 REPEAT
```

```
160 PROCplace_crowns
170 REPEAT
180 PROCmove_head
190 UNTIL HXX=CXX AND HYX=CYX
200 PROCtake_crown
210 PROCset_question
220 PROCcheck_score
230 UNTIL crowns>4 OR lives<1
240 IF crowns>4 AND lives>0 PRO
Cexit
250 UNTIL level>4 OR lives<1
260 PROCgame_over
270 UNTIL INKEY=86
280 MODE 6:COLOUR 3:END
290 DEFPROCinst
300 VDU 23,1,0;0;0;0:CLS
310 COLOUR 129:COLOUR 2:PRINTA
B(13,0)STRINGS(14,"")TAB(13,1)"
LADDER ADDER "TAB(13,2)STRINGS(14
,"")
320 COLOUR 128:COLOUR 3:PRINTA
B(0,5)"The object of the game, is
```

to collect all the crowns, and answer each of the sums, before the fuse burns down and explodes the bomb."

330 COLOUR 1:PRINTAB(0,10)"You start with 3 lives and have 5 stages to complete."

340 COLOUR 2:PRINTAB(0,13)"The game becomes progressively harder after each stage, with the fuse burning faster, and the numerical range of the sums increasing."

350 COLOUR 3:PRINTAB(0,18)"There are 3 initial difficulty levels for you to choose from, making the game suitable for children of all ages."

360 COLOUR 130:COLOUR 1:PRINTA

Turn to Page 44 ▶



## Alien violence

Product: Predator  
Price: £9.95 (tape)  
Supplier: Superior Software, Regent House,  
Skinner Lane, Leeds LS7 1AX  
Tel: 0532 459453

**T**HE Predator in the title isn't the beefy Arnold Schwarzenegger – he's the bait. The plot, which is taken directly from the film of the same name, involves an alien creature which is hunting Arnold and his pals and killing them in most unpleasant ways. The climax of the film involves our hero surviving an explosion which even three yards of lead

shielding would object to.

Basically this is a sideways scrolling shoot-'em-up with you controlling Schwarzenegger in the starring role. Our hero moves from left to right past parallax scrolling scenery – the bushes in the foreground move faster than the trees further away. Shoot the enemy soldiers coming at you from all directions, and even popping up from camouflaged holes in the ground.

The basic controls are standard Z or X for left and right plus \* to jump and ? to crouch. Holding down the direction controls and pressing \* or ? moves Arnie diagonally up and down the screen. Pressing Return fires his gun either forwards or diagonally, again dependent on the up and down keys. This gives a great deal of control over what is, essentially, a simple game.

There is also the option to drop the gun you're using and pick up a new one, but so far I've not come across one that's loaded. If you're not carrying a gun you can resort to punches and kicks, but it's not very effective against half a dozen gun-slinging soldiers charging at you.

Your final weapon is the grenade, of which you have three. You have to be very accurate when lobbing them, and in the thick of the action it's not worth the time or effort.

The enemy soldiers are quite stupid and



Keep an eye open for soldiers hidden in trenches

Product: Stormcycle  
Price: £1.99 (tape)  
Supplier: Atlantis Software, 28 Station Road,  
London SE25 5AG.  
Tel: 01-771 8642

## Storming action

**S**TORMCYCLE is an arcade adventure in which you must find five light-refracting diodes which are urgently needed to complete a souped-up laser to protect the Earth from a meteor storm unleashed by aliens.

You wander around the garden outside your house where all the diodes must be collected and deposited but quickly discover that you are not alone. Strange beings drive vehicles along the ground and overhead and contact with them saps your energy. Flying devils also drop bombs which have a similar effect. Your trusty sword will need to be constantly at the ready or your strength will soon waste away.

Your worst hazards are the pits. Fall into them and a whole life is instantly lost – it's

just as well you've got three. Assuming you avoid these pitfalls you'll be able to use the energy bottles which are scattered about to recharge yourself.

A smart bomb will destroy all aliens on the current screen, but they have remarkable powers of regeneration and you'll have little time to stop and congratulate yourself.

Movement between the various sections of the game – garden, forest, moon, cellar and castle – is by means of transporters which look like fat little pharaohs and each will take you to a different area. Some lead to dead ends where your only option is to use the suicide key. One of your first tasks will be

to discover which transporters are useful.

The diodes can be spotted without difficulty, but this doesn't mean they're easy to get at. It takes a bit of practice to become proficient at collecting some of them and one even requires a jump into empty space where you vanish behind the title bar at the top of the screen. There's a bug here – if you jump you can reappear temporarily at the bottom of the title screen.

One other possible bug – or is it a feature? – is that on one screen you can become walled up in the castle. If this happens it is fatal, but you can easily avoid this fate as there is no need to visit that location.

Stormcycle is a good game, though not in the same league as Superior's Citadel, so ordinary mortals like me can complete it and read the congratulations screen.

The graphics are suitable for a budget

# REVIEWS

you have actually to get in their way for them to shoot you. And – at long last in an arcade game – if they do get in each other's way their bullets have a similar effect on their pals. I've been waiting a long time for a game that does that.

The soldiers that pop out of the ground, fire and then duck down again must be in trenches, but as long as you hit the right area of ground you can knock them out even if they are not visible.

However, the killer geese that fly across from time to time are more lethal. Of the three or four groups that appear on the first level most can be dodged, while one or two can be ducked – no pun intended.

At intervals the screen turns blue and the sights of the alien's weapon slowly move across the jungle scene towards you. If you are hit you're dead. There is a way to escape, but I'll leave you to discover it.

The graphics are effective given the limitations of the four-colour Mode 5 screen. Apart from a preponderance of green – what do you expect in the jungle? – everything was clearly outlined and looked good. Not only that, but when our hero was hiding behind a bush or running behind a foreground mesh you still see him through the gaps.

There isn't much sound – gun shots, ones to indicate Schwarzenegger has been hit plus one for the alien and an end of game tune that really wasn't worth the effort. However, as this was a pre-release version it may improve.

This is a fun game having a lot of the feel



The killer geese are not a major problem

of a Schwarzenegger film – loadsa violence – and the fact that this is another Peter Scott work, coming hard on the heels of Barbarian II, guarantees that it's as good a rendition on the Electron as could be achieved.

Lazarus

Sound .....	5
Graphics .....	9
Playability .....	9
Value for money .....	9
Overall .....	9

## Second Opinion

Another cracking game from the Superior stable, and infinitely preferable to the old re-releases on the Sam compilations.

The sideways scrolling is smoothly executed and the graphics are well defined. It's addictive and fun, so get your combat gear on and save the human race from that alien predator.

Janice Murray

game, the animation is fast and it has sensible features like sound on/off and pause. In fact, Stormcycle makes an ideal starter for arcade adventuring.

Rog Frost

Sound .....	7
Graphics .....	8
Playability .....	9
Value for money .....	10
Overall .....	9

## Second Opinion

Stormcycle is an excellent budget title that will provide hours of fun. An arcade adventure in the style of Citadel and Palace of Magic, the major part of the game involves searching and mapping.

You won't go far wrong investing your pocket money here.

Janice Murray



Product: *Play it again Sam 8*  
Price: £9.95 (tape)  
Supplier: Superior Software, Regent House,  
Skinner Lane, Leeds LS7 1AX.  
Tel: 0532 459453

**G**OOD old Sam is playing it for the eighth time on Superior Software's latest arcade game compilation. The first of the four titles is Tynesoft's blockbuster, **Winter Olympiad '88**, which was a big hit when it was released for the Electron last year.

It's a strange game to include in a compilation, because it comprises six events – separate games – in itself. A maximum of four players can take part, or the micro can control up to three opponents, the object being to win as many medals as possible.

In each of the winter sport simulations you take part in three heats with your best result being compared against those of the other three competitors.

In **Bob Sled** you drive a two-man sled down a twisting course. The faster you speed through the bends, the further up the side of the run your sled is forced and, if you don't use your brakes enough, you're in for a tumble. If you go to the other extreme and use the brakes too much your time will be slow. A bird's-eye-view of the course, showing your current position on it, is displayed in a window on the right of the screen.

Next event is **Speed Skating** where you provide the energy to drive your skater round a large rink by hitting two keys alternately to make him pick up speed. Unlike other key-hitting exercises, timing is just as important as speed. If you've got a good sense of rhythm you'll easily win this one.

**Ski Jump** brings out the Eddie the Eagle in you. The event starts off with a rear view of your man waiting at the top of the hill. Once the tone indicates it is time to start your jump,

hit Z and X alternately to get up a good speed. Once that is achieved a side-on view of the jump is displayed and you continue hammering the keys to increase speed.

Finally, there is a close-up view of your jumper as he leaps from the end of the ramp and flies gracefully through the air. Using the C and F keys you must keep his skis aligned in order to gain style points and be rewarded with a perfect landing, otherwise it's an ignominious rear-ender.

The **Giant Slalom** gives a 3D diagonal view of a skier speeding downhill, and you use Z and X to make him weave in and out of suspended poles. It's not too taxing but I've never managed a clear descent.

For me **Ski Slalom** is one of the better events. You're given a view from behind the skier and as he descends the mountain you guide him between pairs of poles. Sounds easy? Well, some of them are off the screen and an arrow shows which way you must head.

The best is saved until last. **Biathlon** is a fascinating sport involving long distance skiing interspersed with rifle marksmanship. Moving your skier between target ranges involves rhythmic key pounding. If you get out of synchronisation you rapidly lose momentum.

The shooting is simple, the cassette interface relay clicks to indicate the rifle being cocked – a neat trick – then a cross descends

from the top of the target down through its middle. You hit the spacebar at the right moment to score a bull. Failing to hit the target centrally results in a time penalty. There are five targets to hit in each group.

In all but two events – **Bob Sled** and **Ski Jump** – you can abort the second and/or third heats. After each event is completed, the medals are awarded and a medals league table is displayed before you go on.

The graphics in all six events are excellent. They move smoothly and are usually accompanied by simple but effective sound effects. Between events you are treated to a fairly pleasant version of the theme music to the BBC Television programme **Ski Sunday**.

The second full game in the **Sam 8** collection is **Quest**, an arcade adventure following in the footsteps of **Palace of Magic**. You guide the hero, **Walter Cobra**, around a maze of rooms looking for 12 power crystals and the **Golden Dragon**. Your most useful item of equipment is a pair of jet boots which are automatically activated in rooms with triangular objects in them, allowing you to fly across the screen.

Other complications involve force fields and their power plants which need to be deactivated with stun grenades, and computer terminals which have messages that can only be accessed if you have the correct password. If you like tough

# Sam plays doggedly on



Quest is a tough arcade adventure



Taking a tumble on the Two Man Bob in Winter Olympiad '88



## PLAY IT AGAIN SAM



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adventures this is one for you.

If you don't know who Repton is by now, where have you been? In *Around the World in 40 Screens* you have to guide our little green friend around Africa, across the Arctic,

America, the Orient and beneath the oceans.

Having wandered around these screens a little in the past I know they're competently designed and quite fun. The Oceans in particular has been put together by someone

with a devious mind – the safe sprites are invisible. You've got the usual tune, of course, and the quality graphics.

The oldest game in Sam 8 this time is the Superior title *Mr Wiz* which dates back to 1984. The scenario is simple, if a little bizarre. You must guide Mr Wiz around the orchard eating up cherries. Three nasties on the first level appear from beneath a mushroom and give chase. Normally they won't move through the earth, but will do so if they get annoyed.

Annoying them seems easy to do – just eat the cherries, or worse, their mushroom. You are not entirely defenceless, because you do have a crystal ball to throw at them. Overall it's a pleasant, smoothly programmed little game and, while the poor relation to the other block-busters, it doesn't compare too badly.

Sam 8 is a reasonable collection although I've had enough of Repton. As usual if you lack just one of the games it's a good buy – if you're missing two or more it's a bargain.

Llewellyn

Sound .....	8
Graphics .....	10
Playability .....	10
Value for money .....	10
Overall .....	10

## Second Opinion

*Sam compilations are superb and can't be bettered for quality of graphics, gameplay or value for money. For newcomers to the Electron scene they must be considered an essential buy, but old hands like myself have seen it all before. Yawn...*

Janice Murray



Repton in America in *Around the World in 40 Screens*



Guiding Mr Wiz round the orchard collecting cherries

**S**MALL is beautiful may not be the motto of electronics engineer John Wike, but it certainly should be. For the past five years he's made it his personal business to see that Electron users don't go short of add-ons for their machines.

John doesn't just run Jafa Systems, he IS Jafa Systems – the technical brain behind the modest Caerphilly-based outfit that has produced such products as Romplus 144, E2P Second Line Processor and the Mode 7 Adaptor.

And all this while pursuing a full-time career as a hospital physicist. How does he do it?

When I popped down to Cardiff to find out, it was good to hear that John's peripherals pipeline shows no sign of drying up. He's halfway through another exciting project and expects to have a new item ready for the Electron marketplace in a few months.

This still secret project is only the latest in a long line of innovative 8 bit technology John has devised in his spare time since he first discovered micros while working in Plymouth during the late 1970s.

"Electronics has always been a hobby of mine as well as a profession", John said. "So when micros came along they were really only an extension of the digital electronics, counters and shift registers I'd been playing with, because at that stage it was just machine code stuff.

"The first micro I worked on was a 1k 6502 board; the brand name I think was Kim1. It was very much hand assembly, with a hex keypad and six LED displays, and you programmed with that. Oh, and there was a tape recorder to save the programs. It was very, very basic".

John bought his first Electron early in 1984 when they still cost a staggering £200. "I'd been interested in the BBC Micro because of all the wonderful things it had on it, but it

# 1 One man band

**John Wike reveals the history behind Jafa Systems to Tony Leah**

was too expensive for me at the time", recalls John. Lucky for Electron users that John's bank balance wasn't healthier at the time!

Getting his Electron was easier planned than done. "I remember making dozens of trips into Cardiff asking dealers if they had any Electrons – you just couldn't get one for love or money", said John. "Then one day in February I was walking past a shop window and saw one. I bought it on the spot.

"I was already experienced in doing construction projects for electronics magazines and the Electron looked a good bet from this angle because there wasn't much on the basic machine.

"Then shortly after that the Plus One came

out, so I bought one of those. And then in quick succession came the Plus 3 and so I had a disc drive with it as well.

"I'd also had another couple of computers by then – the Z80 Nascom that was a bit more advanced than the Kim1 in that it at least had a proper TV display and keyboard, and the Jupiter Ace, which was a strange one because although it was also Z80 it was Forth".

John designed boards for these machines and had them published in some of the early computer magazines as construction projects, so he set his mind to producing something along those lines for his new Electron. It turned out to be a speech board which he completed in the summer of 1984.

Because of his past experience machine code came quite naturally to him, so he typed in a BBC Micro disassembler program and started disassembling the rom to see what it did.

"When I was able to get hold of the BBC Micro Advanced User Guide – there wasn't an Electron version at the time – it became more obvious what some of the machine code I'd been looking at was doing", said John.

"And in fact when I designed the second processor I did it purely from disassembling the Electron rom and from descriptions in the BBC Micro Advanced User Guide of the osfile and the various other operating system routines.

"You had to obey certain protocols in order to transfer data into the second processor and out again, and I just second guessed these from reading the Advanced User Guide specifications for the rom.

"By that time I had the word processor View and the disc drive, and they were all transferring data properly".

As people bought the second processor and discovered various problems John found he had to make slight modifications to it. "In fact I've found that with all the stuff I've done", he said, "because I'm not in a position to test it out on every product available on the market.

"So when someone comes back to me and reports a problem I sit down and find out what the problem is and then change my product accordingly as the situation demands".

Although he had produced boards for the Jupiter Ace and the Electron – made up by a local company and sold to constructors – it wasn't until the second processor was re-viewed in 1986 that John's products started to attract real interest.

Permanent Memory Systems liked what it saw in the reviews and took the second processor on as a commercial product while John continued to sell it in kit form.

The next item from John's product line was the Mode 7 Adaptor – a rom which produces a Mode 2 display simulating the BBC Micro's Mode 7 – released in mid-1977 and well received.

At this point John and his wife Fiona formed Jafa Systems to market their wares.

The Mode 7 Adaptor sold very well and John brought out a kit version "to reduce the immediate cost to people who were inter-



The Jafa Systems stand at last year's Electron & BBC Micro User Show

ested in constructing it and spreading their costs over a period by buying the parts themselves".

Interestingly, when it came out the Mode 7 Adaptor at £89 cost nearly twice as much as the Electron was going for in many places under the heading of obsolete stock. Because of this at the end of last year John decided to produce a £25 simulator including a Mode 7 screen editor program.

"The simulator was a very interesting exercise because I wanted it to tie in with the way my Mode 7 unit works - which was to copy how Mode 7 worked on the BBC Micro", said John. "So it wasn't just a question of producing a simulated Mode 7 screen, it had to be possible to use all the Acorn screen calls and things like operating system write character commands.

"They all had to be tied in with it and it had to be possible to get it to display characters which had been poked directly to the screen, because programs like Wordwise do that, and to get all this working on a simulated Mode 2 display produced some interesting problems.

"I'd had a long time to think about the situation because when I was demonstrating the adaptor at shows last year there were people

coming up saying that there was a simulator on the way - so at the back of my mind all the time was a simulator for the Electron, if only to keep up with the opposition when theirs came out. But so far, mine has been the only one!

"The adaptor is expensive to make. A firm that depended on making a profit from the product just couldn't do it at our price. It's only because producing such products is a part-time hobby for me that it can be sold at the price it is. It would be out of the question for anyone else to do it".

Also last year came the Romplus 144 sideways rom cartridge, with its nine rom sockets. It too, has been successful.

Does he ever think the time may come when he will go into full-time computer add-ons design? "I haven't even thought about it", says John.

"All I can say is that all my products have given me a lot of pleasure. Each one was a problem solving exercise - but then all programming is, so there's nothing special about that I suppose".

*John Wike, brains behind Electron add-on maker Jafa Systems.*



Write your own arcade smashes using the

# ARCADE GAME Creator

Arcade Game Creator is a suite of programs for the Electron and BBC Micros. Taken from the pages of *Electron User*, it lets you into the secrets of writing fast-action arcade games, and provides you with a number of utilities to make design and programming easier.

Among the programs are:

- A Mode 5 sprite editor that lets you design your own multi-coloured characters.
- A selection of fast print routines that will move sprites both in front or behind other objects on the screen.
- Map generators that will squeeze a Mode 5 screen into 8 bytes!
- Scrolling maps.
- Score update and printing routines.
- ... and much, much more.

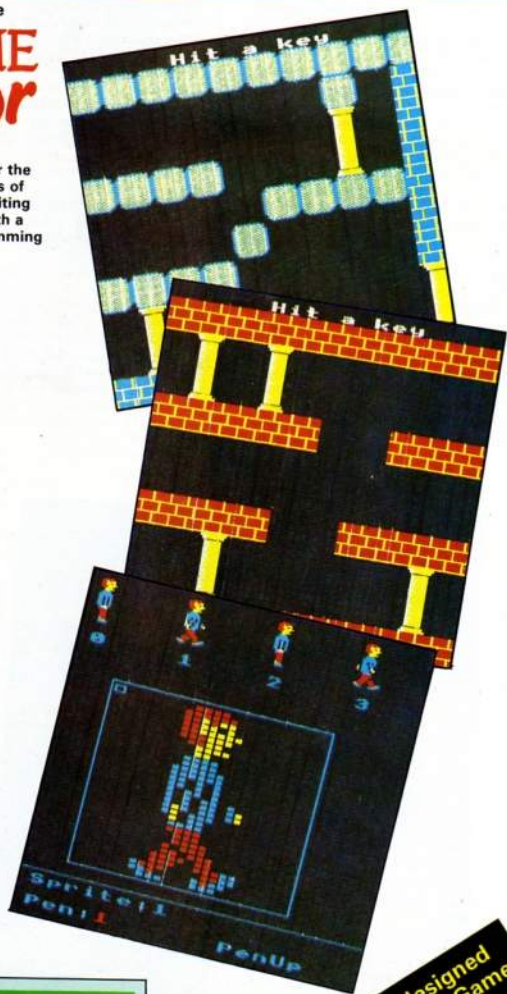
To help you make the most of the Arcade Game Creator, you will also get a comprehensive manual based on the original series.

Written in an easy to read style and with many illustrations and screen shots, it contains all the information you need to create and animate sprites, to design backgrounds and to link the two together into a complete arcade game.

If you are an aspiring games programmer, this is an offer you simply cannot afford to miss!

## Arcade Game Creator

Tape + manual .....£9.95



Screens designed  
using Arcade Game  
Creator

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# Get the facts fast

**Julie Boswell shows how you can improve your reading ability**

If you want to really zip through that rather turgid article on the mating habits of the wombat and still take in all the salient facts Speedy Reader may be just the answer.

The program attempts to improve your reading speed through a series of lessons, each of which is split into a number of simple but challenging tests. It is recommended that no more than one, or at most, two lessons be completed each day. The program is written in Basic and uses a simple menu system to select from seven options.

When you first run Speedy Reader you'll be presented with a menu screen. The first option is used to set the difficulty level. Run the program once a day and increment the level each time.

Option two is Flash numbers and in this test numbers are flashed on the screen, appearing for a fraction of a second. You must read them and then immediately type them in.

At top speed a number appears for just a few hundredths of a second before being erased. On level one the number consists of just one digit, but the size increases as you progress. The speed is automatically increased with each level and you are scored out of 10.

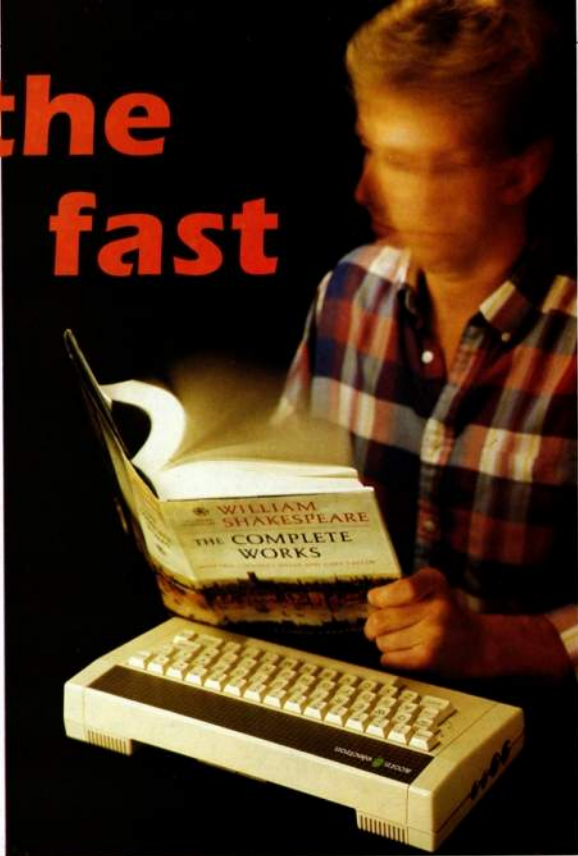
Menu option three is Flash phrases, and like Flash numbers, a word is flashed on to the screen and you have to type it in. The higher the level the more difficult the word.

Option four is a numeric memory test and like Flash numbers a number is flashed onscreen. This time though, the random number is quite large and you have around three seconds to memorise it before it disappears. You then have to type it in. As you progress through the lessons this random number becomes longer.

Option five tests your ability to remember strings of letters. Like previous tests, strings of letters are flashed on to the screen and you must memorise them and afterwards type them in correctly.

Start off on level one, but don't move up a level unless you can score at least 8 out of 10 in each of the tests. On the first level the tests are designed to be fairly easy, but they soon become more challenging.

After a week or so you should start to see improvements in your memory and reading speed.



```
10 REM Speedy Reader
20 REM By Julie Boswell
30 REM (c) Electron User
40 ON ERROR IF ERR=17 THEN RUN
ELSE REPORT:PRINT " at line ";ER
L:END
50 MODE 6
60 VDU 19,0,4;0;
70 Level=1
80 REPEAT
90 CLS:VDU 23 1,1;0;0;0;
100 PRINT TAB(9,2)"*** Speedy R
eader ***"
110 PRINT TAB(10,5)"1. Set Leve
l (";level;")"
120 PRINT TAB(10,7)"2. Flash nu
mbers"
130 PRINT TAB(10,9)"3. Flash ph
rases"
140 PRINT TAB(10,11)"4. Alphab
etic memory"
150 PRINT TAB(10,13)"5. Numeric
memory"
160 PRINT TAB(10,15)"6. Instruc
tions"
170 PRINT TAB(10,17)"7. Quit"
180 PRINT TAB(10,21)"Press a ke
y...;"
190 REPEAT
200 key=GET-48
210 UNTIL key>0 AND key<8
220 CLS
230 VDU 23,1,0;0;0;0;
240 IF key=7 END
250 ON key GOSUB 290,360,500,79
0,950,1070
260 UNTIL FALSE
270 END
280
290 PRINT TAB(5,5)"*** Set Diff
iculty Level ***"
300 PRINT TAB(8,9)"Press a key
(1 - 9)...;"
310 REPEAT
320 Level=GET-48
330 UNTIL Level>0 AND level<10
340 RETURN
350
360 REM Flash Numbers
370 score=0:T%=5*(10-level)
380 FOR i=1 TO 10
390 PRINT TAB(10,5)"*** Flash N
umbers ***"
400 n$=""
410 FOR j=0 TO level DIV 2
420 n$=n$+STR$(RND(9))
430 NEXT
440 score=score+FNquestion(n$,T
%)
450 PRINT TAB(14,20)"Score: ";s
core"/10;";
460 key$=INKEY$(200):CLS
470 NEXT
```

Turn to Page 22 ▶

◀ From Page 21

```

480 RETURN
490
500 REM Flash phrases
510 TX=20 Level*2
520 score=0
530 FOR i=1 TO 10
540 IF level=1 RESTORE 710
550 IF level=2 RESTORE 720
560 IF level=3 RESTORE 730
570 IF level=4 RESTORE 740
580 IF level=5 RESTORE 750
590 IF level=5 RESTORE 760
600 PRINT TAB(9,5)*** Flash Ph
rases ***
610 FOR j=1 TO RND(10)
620 READ word$
630 NEXT
640 score=score-FNquestion(word
$,12)
650 PRINT TAB(15,20)"Score: ";sc
ore;"/10";
660 key$=INKEY$(200)
670 CLS
680 NEXT
690 RETURN
700
710 DATA you, far, car, cat, dog, ma
t, hat, bin, mud, dig
720 DATA near, tree, over, blue, ha
ve, hope, that, help, then
730 DATA touch, write, chose, byte
s, under, error, shown, right, steps, f
eels
740 DATA please, coming, caught, h
igher, closer, topics, August, switch
, fairly, seemed
750 DATA program, current, relate
d, reached, version, article, default
, guessed, creates, shorter
760 DATA assemble, messages, swit
ching, correctly, statement, monochr

```

```

ome, interested, explaining, previou
s, hardware
770 VDU 23,1,0;0;0;0;
780
790 REM Alphabetic memory
800 score=0:TX=300
810 FOR i=1 TO 10
820 PRINT TAB(7,5)*** Alphet
ic Memory ***
830 n$=""
840 FOR j=1 TO level
850 n$=n$+CHR$(64+RND(26))
860 NEXT
870 score=score-FNquestion(n$,T
X)
880 PRINT TAB(14,20)"Score: ";s
core;"/10";
890 key$=INKEY$(200):CLS
900 NEXT
910 RETURN
920
930 REM Numeric memory
940 score=0:TX=300
950 FOR i=1 TO 10
960 PRINT TAB(9,5)*** Numeric
Memory ***
970 n$=""
980 FOR j=1 TO level+2
990 n$=n$+STR$(RND(9))
1000 NEXT
1010 score=score-FNquestion(n$,T
X)
1020 PRINT TAB(14,20)"Score: ";s
core;"/10";
1030 key$=INKEY$(200):CLS
1040 NEXT
1050 RETURN
1060
1070 REM Instructions
1080 PRINT TAB(9,3)*** Speedy R
eader ***
1090 PRINT '
1100 PRINT " This utility is des

```

```

igned to improve"
1110 PRINT " your memory and rea
ding speed by means"
1120 PRINT " of a few simple tes
ts."
1130 PRINT
1140 PRINT " The first two tests
improve your"
1150 PRINT " ability to quickly
recognise numbers"
1160 PRINT " and phrases. The se
cond two tests aim"
1170 PRINT " to improve your mem
ory so you retain"
1180 PRINT " more of the text yo
u read."
1190 PRINT '
1200 PRINT TAB(12)"Press a key..
.";
1210 REPEAT UNTIL GET
1220 RETURN
1230
1240 DEF FNquestion(q$,tX)
1250 tab=(38-LEN(q$))DIV 2
1260 PRINT TAB(tab,10)">";SPC(LE
N(q$));"
1270 t=200+RND(200)
1280 key$=INKEY$(t)
1290 PRINT TAB(tab+1,10)q$
1300 TIME=0
1310 REPEAT UNTIL TIME=TX
1320 PRINT TAB(tab+1,10)SPC(LEN(
q$))
1330 PRINT TAB(tab,12)">";SPC(LE
N(q$));"
1340 VDU 23,1,1;0;0;0;
1350 INPUT "a$
1360 VDU 23,1,0;0;0;0;
1370 IF a$=q$ PRINT TAB(16,18)"C
orrect!" ELSE PRINT TAB(16,18)"Wr
ong!";TAB(tab+1,10)q$:key$=INKEY$
(200)
1380 =(a$=q$)

```

## JOYSTICKS



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If you want to start doing more with your micro than just playing games, this package is your ideal introduction to the four most popular applications for professional computers. All the programs have been designed for simplicity, so even a child can use them. Yet they include advanced features not yet available on programs costing many times as much!

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**BBC MICRO  
ACORN ELECTRON  
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# White Magic



## Kaldor The Leprechaun

*This skilled archer has little in the way of strength or armour but has 2 unique magical gifts. Firstly his ability to run like the wind can prove very useful to avoid hordes of enemies and to save precious time. Secondly he alone can leap over otherwise insurmountable mighty tree trunks.*



## Moriana The Warrior

*Moriana is a fearless warrior. What she lacks in brute strength is easily compensated by her body armour and sculptured shield. This is complimented by a razor-edged sword and makes her highly effective in hand-to-hand combat. And she alone can hack down the rank vines that can hinder progress.*



## White Magic - Where Good embodies Bad and Fantasy becomes Reality

*White Magic is a unique arcade adventure in which you can actually transform between all 4 characters at any time during play. It features 32 massive action-packed levels filled with aggressive evil guards and trolls, haunting ghosts and spectres, curious objects to find and use, transporters and much, much more.*

*To complete the game you must survive all 32 levels, each with its own theme. Certain characters will fair better than others on different levels and it is your job to know when to transform between characters if you are to succeed.*

*White Magic is not a game for the faint-hearted; it is a fast-action game which requires fierce hand-to-hand combat and frantic weapon fire. Each character has his or her own levels of energy, weapon strength, magical power and armour. And by carefully collecting the artefacts as you progress through the levels you can develop each of the characters to their maximum potential.*

*Artefacts can be useful or harmful and include such things as potions, spellbooks, amulets, time-bombs, swords, time-pills, scrolls, shields, ammo-boxes, staves and rings. White Magic puts you amongst heroes in a world of magic, danger and adventure. Is it all just a dream?*



# White Magic

BBC MICRO  
ACORN ELECTRON  
ARCHIMEDES

## Mandrake The Enchanter

A 200-year-old exponent of the Art of White Magic who can cast potions of great strength weakening all adversaries opposing him. He can also hurl deadly fireballs with great accuracy but has little armour and is severely weakened if he attempts hand-to-hand combat. He alone can cross the magic pentagrams blocking vital passageways.



## Cheysul The Titan

This huge being has incredible strength and a massive axe allowing him to quickly annihilate all foes in his path. His great strength enables him alone to push gigantic carts out of his way. But he only has limited magical powers making his use of potions quite ineffective.



## HOW TO GET WHITE MAGIC

White Magic is available now from most good games outlets. If there isn't a stockist near you then we offer an instant mail order service.

Simply send us a quick letter telling us the version you require, your name and address and payment via cheque, postal order or Access / Visa Card details. Your copy of White Magic will be sent by First Class Post on the SAME day we receive your letter. We pay the postage and packing (overseas add £3).

Telephone orders with Access/Visa are also welcome.

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The above screenshots are taken from the BBC and Electron versions.



The Fourth Dimension

The Fourth Dimension, P.O. Box 4444, Sheffield. Telephone (0742) 700661



10

## LINERS

**T**HIS handy utility will ensure you are never late for appointments – it's an alarm from Robert Henderson of Liverpool, Merseyside. You can set it to go off in as little as one minute or after four hours or more.

As it is an interrupt-driven machine code program that hides itself away in an unused portion of memory you can load and run other

programs without affecting its operation. It's ideal when you are word processing or typing in a long program, but don't want to miss your favourite TV show. Alternatively, you could have it chiming every hour simply to remind you of the time.

Set the contents of &72 in line three to the number of minutes delay before the alarm is to sound, then run the program.

## Time is on your side



```

1 REM Simple countdown timer
2 REM R.Henderson '89
3 OSCLI"FX13,4":?&70=50:?&71=
60:?&72=1
4 FOR X=0 TO 2 STEP 2:P!:=&900
:IOPT X:PHP:PHA:TXA:PHA:TYA:PHA:D
EC&70:BNE rts:LDA#50:STA&70
5 DEC&71:BNErts:LDA#60:STA&71
:DEC&72:BNErts:LDA#1:STA&72:JMP B
eep
6 EQUW 1:EQUW -1:EQUW 200:EQU
W 1:.beep LDX#10:.Loop:DEX:STX&76
:LDA#7:LDX#b MOD256:LDF#D DIV256:
JSR&FFF1
7 LDA#7:LDX#s1 MOD256:LDF#s1
DIV256:JSR&FFF1:LDX&76:BNE Loop
8 .rts PLA:TAY:PLA:TAX:PLA:PL
P:RTS
9 .b EQUW1:EQUW-15:EQUW100:EQU
UW4:.s1 EQUW1:EQUW-15:EQUW200:EQU
W4
10 J:NEXT:?&220=0:?&221=&9:*FX
14,4

```

## On to a winner

**T**HE second of our 10 Liners this month comes from Neil Cunningham of Girvan, Ayrshire. It's a superb horse racing simulation for up to six players, though you can play solo if you wish.

The game starts by asking you to enter the number of players taking part. Enter a number between 1 and 6. The course is then drawn and the six horses in the race wait patiently at the start while you study the bookmaker's odds displayed onscreen.

You have £200 to start with, so select your horse and place your bet. When everyone has done so the horses gallop across the screen from left to right. The winner is announced and each player's winnings – or loss – and total amount of money are displayed on the screen.

The horses trot off and the next six line

```

10MODE1:OSCLI"FX11,0":VDU19,2,
2;0;:PRINT"How many players? max
6":REPEAT:cX=GET-48:UNTILC>=0:AN
DcX<7:playX=cX:PROCinit:FORj=1TO
6:amX(1)=200:NEXT:REPEAT:buX=0:P
ROChor:PROCCor:zX=0:FORi=1TO6:IF
amX(1)>999999999 mZ=1:NEXT ELSE N
EXT
20VDU17,3,17,129:PRINTTAB(8,0)
"Norca Park Race Course"TAB(11,
12)"By Neil Cunningham":VDU17,128
:PROCCsel:PROCCrac:PROCCadd:COLOUR3:
VDU26:PRINTTAB(13,6)"Press any ke
y.":K=GET:VDU28,0,22,39,13,12,26:
UNTILM=1:PRINTTAB(15,6)"Banks bu
st":END
30DEF PROCinit:VDU 23,224,255,
255,255,255,255,255,255,255,23,22
5,170,85,170,85,170,85,170,85,23,
226,0,0,255,17,17,17,17,23,227
,0,1,3,31,127,159,10,5,23,228,34,
198,191,253,248,248,36,68:DIM ho1(
6):plX(6),betX(6),amX(6),hxX(6):
ENDPROC
40DEF PROCchor:COLOUR1:PRINTTAB
(0,13)"Horse"TAB(0,14)"Odds":CO
LOUR2:FOR iX=1 TO 6:RESTORE:hX=RN
D(10):FOR jX=1 TO hX:READ aX:NEXT
:hoX(1X)=aX:PRINTTAB(6*iX,13);iX;

```

up at the start. Then it's back to studying the odds and placing bets. Take care, as you're kicked out of the game if you become bankrupt. Unfortunately, you're not with the listening bank and cannot ask for a loan.

The graphics, occupying the top third of the screen, are excellent considering the tiny

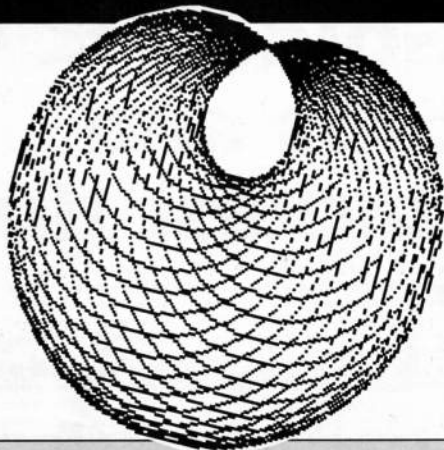


# Going round in circles

**O**UR third 10 Liner comes from Tricia Revest of London. This short program is a clever graphic demonstration of the Electron's drawing ability. The figure drawn is based on a series of circles drawn around a central point which itself moves round a circle.

When run, the program prompts you to enter a number between 1 and 400 which is used to modify the output, so different numbers produce slightly different results.

You can run the program in any mode by changing the MODE command in line 10, also, trying colour. A good place to insert a GCOL command would be as the first command in the procedure PROCcircle.



```

10 MODE 4:INPUT "Type in a n
umber (1 - 400)";Y
20 IF Y<1 OR Y>400 THEN GOTO 1
0 ELSE CLS:radius=100
30 FOR J=0 TO 2*PI STEP 2*PI/3
6
40 circle=SQR((radius*COS(J))^
2+(Y-(radius*SIN(J)))^2)
50 PROCcircle(circle,radius*CO
S(J)+640,radius*SIN(J)+512)
60 NEXT:END
70 DEF PROCcircle(r,x,y)
80 MOVE r*COS(0)+x,r*SIN(0)+y
90 FOR I=0 TO 2*PI+0.05 STEP 0
.05:DRAW r*COS(I)+x,r*SIN(I)+y:NE
XT
100 ENDPROC
    
```

```

TAB(6+1X,14);aX;"-1":NEXT:FOR I=X
1 TO 6:hxX(I)=8:NEXT:GCOL3,2:END
PROC
    
```

```

50DEF PROCcor:COLOUR 2:COLOUR
131:RESTORE:FOR I=X TO 21:READ a
X:IF I>=10 PRINTTAB(0,I-10);STRI
NG$(40,CHR$(a)):NEXT:VDU5:FOR I=X
1 TO 6:MOVEhxX(I),956-I*36:VDU22
7,228:NEXT:VDU4:MOVE1200,930:DRW
1200,700:COLOUR128:ENDPROC ELSE N
EXT
    
```

```

60DEF PROCsel:FORI=1TOplayX:P
RINTTAB(0,15+I);"Player ";I;:I
amX(I)=0 THEN VDU17,1:PRINT "Is
bankrupt..." :plX(I)=0:buX=buX+1
:VDU17,3:NEXT:ENDPROC ELSE PRINT
, choose;";REPEAT cX=GET:48:UNT
IL cX=>1 AND cX<=6:plX(I)=cX:PRI
NT;cX;
    
```

```

70PRINT": How much;";:b$="" :R
EPEAT:REPEAT:PRINTTAB(35,15+I);ST
RINGS(LEN$b," ");INPUTTAB(35,15+I
);"" :b$=UNTILLEN(b$)<5:bX=VAL(b$)
:UNTIL (bX>0 AND bX<1001) AND bX<
=amX(I):betX(I)=bX:amX(I)=amX(I)
-i)-betX(I):NEXT:ENDPROC
    
```

```

80DEF PROCrac IFbuX<playX REPE
ATsX=RND(6):MOVEhxX(sX),956-sX*36
:VDU5,227,228:hxX(sX)=hxX(6X)+8:N
EXT
    
```

```

OVEhxX(sX),956-sX*36:VDU227,228:e
X=1136:UNTILhxX(1)=eXORhxX(2)=eXO
RhxX(3)=eXORhxX(4)=eXORhxX(5)=eXO
RhxX(6)=eX:VDU4,28,0,31,39,23,12:
ENDPROC
    
```

```

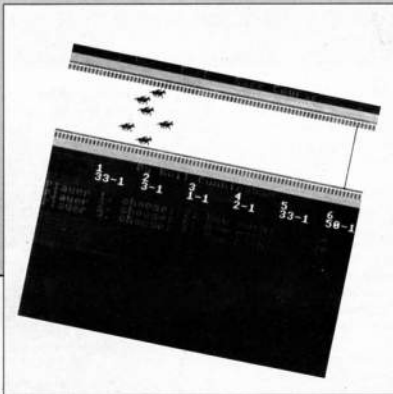
90DEF PROCadd:PRINTTAB(12)"WIN
NER ";sXTAB(25)"Credit":FORI=1TO
playX:PRINT"Player ";I; " wins ";
    
```

```

:IFplX(I)=sX winX=betX(I)*hoX(s
X):amX(I)=amX(I)+winX:PRINT;win
XTAB(26);amX(I):NEXT:ENDPROC ELSE
PRINT"NIL"TAB(26);amX(I):NEXT:
ENDPROC
100DATA 1,2,3,4,5,10,20,33,50,1
00,0,225,226,224,224,224,224,224,
224,224,226,225,
    
```

space the program has been shoe-horned into.

Don't add any extra spaces when typing in the listing as the lines are very nearly full and you may not otherwise be able to squeeze everything in.



# Golden Orbs and darkest dungeons

## Adventures By Pendragon

**S**UMMER is truly with us in Camelot – you can tell because rainwater is seeping less quickly through the roof of the Great Hall and my trusty adventurers are more than ever seeking the cool of the dungeons.

My golden orb, pinched from Aalinor, shines ever more brightly as I once more read the scrolls and parchments which have tumbled this way since last we spoke.

A few adventurers – including Alan Medcalf and Andrew Ayre – have written to ask where they can buy copies of adventure writing utilities such as Gilsoft's The Quill and Incentive's Adventure Creator.

As I have already intimated, it appears that The Quill is no longer produced for the Electron. However, various mail order companies such as Mithras Software hold some old stock and have been advertising it for sale recently. Alternatively readers could write directly to Gilsoft at 2 Park Crescent, Barry, South Glamorgan CF6 8HD.

The Adventure Creator is still available for the Electron and is advertised by many mail order companies in the pages of *Electron User*.

On a different matter, Alan Lawrence writes to ask for a stand alone compilation of the *Adventurer's Glossary*. This appears to be a popular idea, and I may compile a complete glossary in a future column.

John Unsworth of Sheffield asks if The Hobbit

has been released for the Electron. It has not, but with a Slogger Master Ram board fitted, the BBC Micro version of the game will work after a fashion, providing you have toggled the Ram board switch to 64k.

Meanwhile Dragonrider Sir David Shephardson has written to reprimand my own kingship of our April fool prank in the April column.

If any reader has struggled to get hold of a copy of DUPE from stateside company FDP, or has placed an advance order for FOOL, shame on you – must be due to too much late night adventuring. For his impertinence David Shephardson has had his spurs removed and is now retitled Hamsterrier.

I must pass thanks to Emma Rutherford who has sent me a ream of maps for a number of Level 9 adventures. This has completed my library and I can now offer help on Colossal Adventure, Dungeon Adventure, Adventure Quest, Snowball, Return to Eden, The Worm in Paradise, Emerald Isle, Red Moon, Lords of Time, Lancelot and The Price of Magic.

A suitable software gift is now winging its way to Emma, who over the years has provided much help to these pages.

Finally, this month's featured map is of the opening scenario to *Philosopher's Quest*. This ought to help many adventurers who are stuck at the outset of this classic puzzler from Acornsoft.

Next month I continue this series with a guide to the openings to *Adventure Soft UK's Kayleth*.

● *That's it for this month, so until the orb stops shining, happy adventuring.*

## Opening Game



## Overture and Beginners

During the past two and a half years I have explained the processes of getting started, mapping an adventure, puzzle solving, overcoming dead ends, mazes, parser, atmosphere and have provided an extensive glossary of adventuring terms.

Now let's look at the basis of all good adventures – collecting and utilising objects.

The cardinal rule is: Pick up every item that can be carried and take it with you.

Some adventure authors strew a number of red herring objects in their world, but as you will not know for certain until the end of the game whether or not an item has served a purpose, the only safe course is to gather it up. A wait and see approach is best.

Most adventures put some form of restriction on the number, weight or type of objects that can be transported at any one time. If there is a knap-

sack, satchel, bag or any other form of container, it is as well to store as many objects in it as possible, since the normal run of adventures allow you to carry more than that. Once a limit has been reached, some things will inevitably have to be left behind.

At this stage, it is often a good idea to separate what appear to be crucial items or those that have a seemingly obvious use from the rest. The essential objects can be carried while the surplus can be stored together, ideally at some easily reached central location.

It doesn't always make sense to leave an object behind simply because you have already used it once – a crafty author may have arranged things so that a particular object is used to solve more than one puzzle. So far as is foreseeable, make

Turn to Page 30 ►

## Readers' Hall of Fame

### Staff of Law - Pat Valentine

This solution provides specific answers to individual incidents and obstacles in the game.

**Slab** in the Hallowed Chamber. Move it and enter the steps.

**Beater** in the Fire Chamber. Take it and use it to bang the gong.

**Gong** in the Council Room. Bang it hard.

**Chest 1** in the Council Room. Say "Shazzam" to open it.

**Crystal** found in chest 1. Get the crystal as it will prove useful.

**Lever** in the courtyard. Pull it to lower the drawbridge, then remove it.

**Chest 2** in the cave. Say "Shazzam" to open it.

**Scroll** found in chest 2. It contains two useful words.

**Amulet** found in chest 2. Retrieve it as it is very powerful.

**Stick** in the glade. On closer examination you will

find it is a window pole.

**Stake and rope** by the riverbank. Throw the rope to make an SAS style bridge.

**Socket** in the waterwheel. Insert the lever and pull it to crank open the stone door.

**Capstan** in the Gloomy chamber. Turn it to open the dam and drain the river.

**Key** at the bottom of the chute. You need this to open the door to the treasury.

**Platform** at the bottom of the shaft. Enter the platform then drop the key and the stick. Exit the platform, pull the rope and tie it to the rock.

**Coins** in a jar next to the rock. GET COIN twice and use them to pay the man at the fair.

**Window** at the top of the temple. Enter the platform and pull the rope to get to the window. Then tie the rope to the hook and use the stick to unlock the window.

**Treasury** across the shaft. Use the key to get in, then get the plate.

**Recess** in the outer chamber. Insert the plate to cast light on the alcove.

**Alcove** in the outer chamber houses the Book of Lore.

**Man** at the fair. Give him one coin in exchange for a tightrope walking lesson.

**Pole** at the tent. Get it and pay the bouncer. Use the pole to span the shaft.

**Stone tablet** on the riverbed. Examine it and insert the crystal.

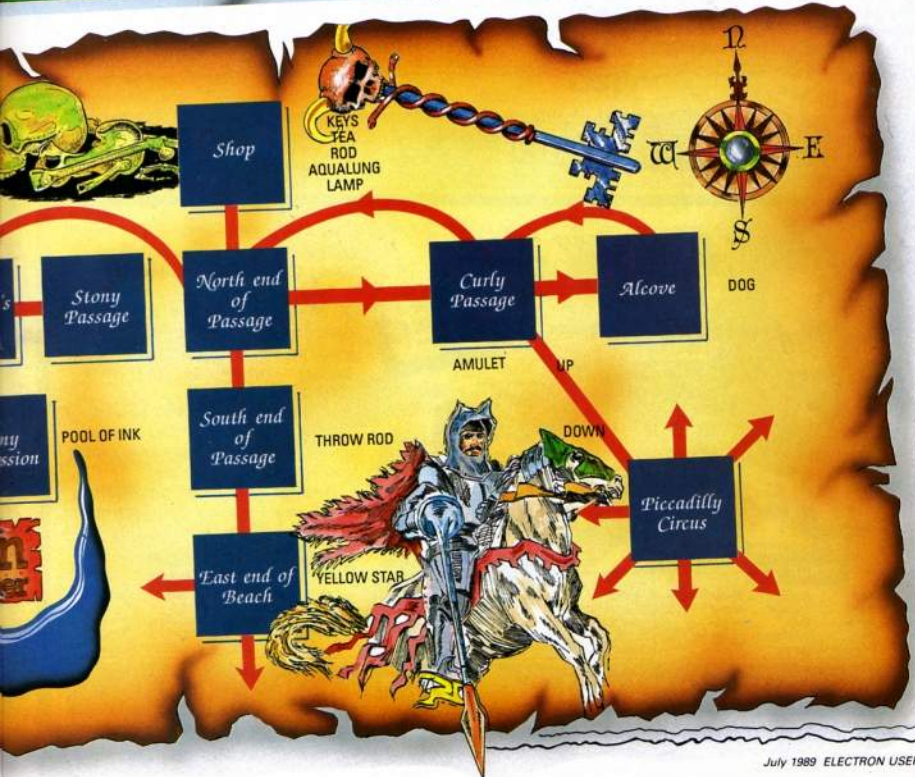
**Balrog** on the riverbed. Say "Freeze" to turn it to stone. Then get it for use in the end game.

**Flame** in the Fire Chamber. Throw the stone Balrog into it and get the Staff of Law. Then say "Zap" to conquer the Despiser.

**Book of Lore** in the alcove. Open it and look up Balrog, Crystal, Despiser, Griffin, Flame, Amulet, Moram and Law.

bit Map number 6

Philosopher's Quest



◀ From Page 29

sure you can always get back to the storage location. It's no use dumping some of your objects on a shore, sailing off in a boat to an island and then, once there, chopping up your boat to make a fire if there is no alternative way back to your repository.

Back to your search. Objects can be hidden in all manner of places. Desks, cupboards, closets, sacks, vases – anything that is capable of containing something else should always be searched since their role may be that of concealment.

In that context, much less obvious containers such as grandfather clocks, ovens, radios, golf bags and birds' nests should all be scrutinised. Book shelves are fair game, too. The very act of taking down a book from a library shelf may cause a secret passage or alcove to open.

All books should be opened and read. The two different actions may produce differing results – opening a book may cause something to fall out, while reading the tome may enlighten you as to the written contents.

Mirrors should be looked in, moved, looked behind, rubbed, manipulated so they shine at something, and if all else fails, smashed. A hammer is a handy breaking tool, and it also might be useful for banging in or removing, or driving stakes through the hearts of vampires.

Certain objects have a limited life, so you may have to try and make use of them quickly. For



instance, a lit candle may have to be brought into service before it burns down, especially if you had no matches or other means of relighting it if it is blown out. Icicles and other frozen matter may not last very long in a warm environment so use them quickly.

Some objects such as fragile vases do not take kindly to being dropped on a hard surface, so endeavour to let them down gently. A cushion may be the answer.

Some artifacts may have less than obvious uses, while others may require additional items to be added to them in order to construct a larger and quite different item.

In one adventure, a hammer, some wood, nails

and canvas were all required to make a ship. In another, an empty wine bladder and some swamp gas were needed to make a bomb.

Cushions were mentioned earlier as a possible device for protecting fragile items. If the cushion happens to be of the inflatable kind, it could also be used to store liquids or gas, act as a springboard or even a lifebelt.

Rope is nearly always useful, but it may not come in the form you expect. So look out for sheets, scarves, cables, sashes, leashes, reins, vine or anything else that can be tied together to make a functional rope.

You also have to use your imagination when considering the role of a specific object, as the item's *raison d'être* may be quite subtle, yet provided the author has abided by the code of adventurers, always fair and logical.

Reasonably large-sized fragments of glass may serve as cutting tools, magnifying lenses or for focusing the sun's rays to start a fire. Other than as a light source, candles can also be useful as a waterproof coating – hot wax allowed to drip and cool – or for making a slippery surface.

Newspapers make good firelighters and possible containers as paper cones. They can really come into their own in that old trick of retrieving a key from the keyhole on the far side of a locked door: Pushing the key out with something like a paperclip, and withdrawing the paper when the key falls on to it.

Basically the moral from all this is never underestimate anything you may find. Get it, save it and use it.



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**April 1989 issue:**

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**Games:** Eliminator. **Utilities:** EZ Type, DFS disc formatter. **Features:** Tournament sorts, Party Cocktail Creator, Landscape Designer, Fractal Generator. **Reviews:** Barbarian II, Circus Games, Superman, Mode 7 Simulator Rom.

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**Games:** Tic Tac Rhymes, Duel. **Features:** ADFS osword calls explained, creating customised tapes, maps to Woodbury End and Palace of Magic. **Utilities:** Disc-based database, new CIRCLE graphics command, Morse Code Tutor. **Reviews:** Holed Out, Tank Attack, Sam 7.

# electron user

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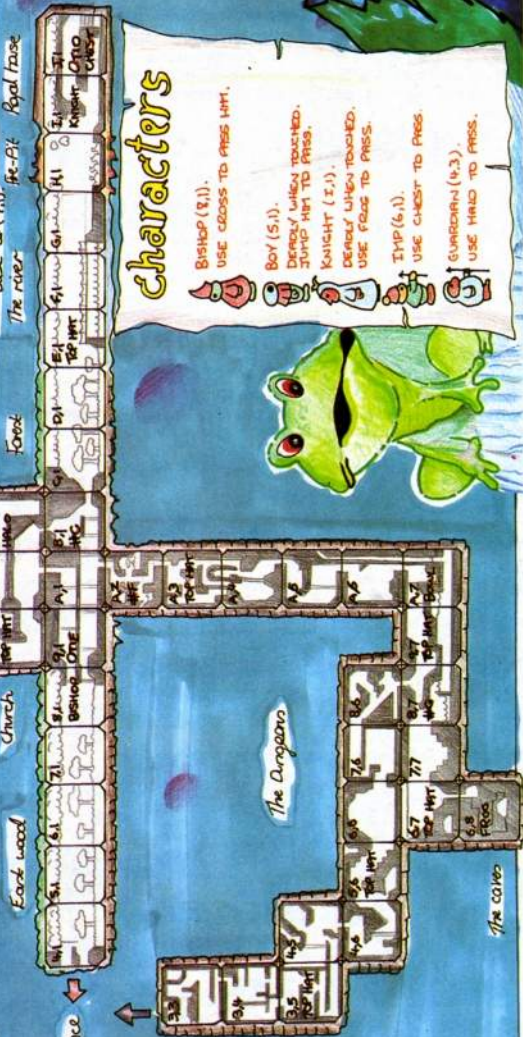
# PALACE of MAGIC MAP 2

By Mark Hobbs

- Remember:**
- The Frogpit is deadly to touch without the water-filled bowl.
  - Only take a top hat when you're getting weak; otherwise, you will waste energy.
  - Jumping from great heights drains your energy.
  - The knife can only be used for a very limited amount of time.
  - To reach the frog and the top-hat (6,7&8), you must negotiate a wall through the birds.
  - To activate the transporter, put the bats on the base of (7,1).



The West wood



## Characters

**BISHOP (8,1).**  
USE CROSS TO PASS HIM.

**BOY (5,1).**  
DEATHLY WHEN TOUCHED.  
JUMP HIM TO PASS.

**KNIGHT (1,1).**  
DEATHLY WHEN TOUCHED.  
USE FROG TO PASS.

**TIMP (6,1).**  
USE CHEST TO PASS.

**GUARDIAN (4,3).**  
USE HAND TO PASS.



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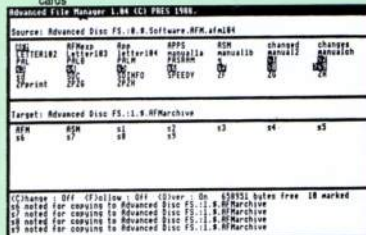
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Screen picture shows AFM in Copy mode on Master Turbo

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## AFM has four distinct modes:

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**DELETE** - allows files to be marked and then deleted with one keystroke. **RENAME** - allows one or more files to be marked and then renamed using a wildcard name, is one which varies with each file renamed. Thus you could rename s1, s2 and s3 to be s1\_old, s2\_old, and s3\_old in one operation... and that's only the beginning! As well as using the whole of the original name you can also pick out individual characters to form part of the new name.

**COPY** - the strongest feature of AFM. It is a two stage copy routine. With both source and target directories shown on screen the files to be copied are marked. Once all the files have been marked copying is started and the computer can be left to get on with it!

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**AP4 INTERFACE:** A fully Acorn compatible disc interface that will accept any standard 5.25" or 3.5" drive with PSU. It runs the 1770 DFS (as fitted in the BBC 'B' & Master) keeps pace with &E00 - has utilities in rom and provides a spare 16K rom socket (DFS manual included).  
Price £60.83 ex VAT; £69.95 inc VAT

**AP34 INTERFACE:** Get the best of both filing systems. Now available from PRES the ultimate interface. Fitted with both Acorn approved filing systems. . . Acorn's current standard ADFS and Acorn 1770 DFS (which can be run at &E00) ADFS and DFS manuals supplied - a DFS welcome disc with utilities.  
Price £69.55 ex VAT; £79.98 inc VAT  
Please state 5.25" or 3.5"

## ADVANCED PLUS 2 ROM

We feel this is one of the best, low cost, additions we have produced for the Electron & +1 user, especially for Plus 3, AP3 & ABR users.

- Now with this easy to fit upgrade you can add:
1. Fix for Tape filing system in Hi-res screen modes.
  2. "ROMS" - to display all ROMS/ROM images present on the system.
  3. "UNPLUG" - disable ROM/RAM image.
  4. "INSERT" - enables or inserts a previously unplugged ROM.
  5. "KILL" - to totally disable the Plus 1.
  6. "LOCK" - to lock all sideways RAM bank in ABR, AQR, AP7.
  7. "LROMS" - to lock all sideways RAM banks found.
  8. "UNLOCK" - to unlock all sideways RAM bank in ABR, AQR, AP7.
  9. "UROMS" - to unlock all sideways RAM banks found.
  10. "SAVEROM" - saves a copy of a ROM image to the current filing system.
  11. "LOADROM" - loads a ROM image from the current FS into a RAM bank.
  12. "FORMAT" - will format an ADFS disc for Plus 3 or AP3.
  13. "VERIFY" - reads and tests every sector on an ADFS disc.
  14. "FORM" - formats and verifies an ADFS disc in one command.
  15. "BUILD" - creates a text file that can be used by "EXEC (ie 'BOOT)).
  16. "LIST" - displays a numbered listing of a text file.
  17. "TYPE" - displays a file on screen with no line numbers.
  18. "VIEW" - to view a file's contents on screen.
  19. "LANG" - selects a default language to be booted on -CTRL-BREAK-
  20. "HELP" - provides a full 'help' list on all the ROM's commands  
\*\*"STOP PRESS"
  21. "AQRPAGE" - selects the specified page in any AQR present.

Now there is no need to search for your utilities disc every time you want to Format/Verify a disc, Build a Boot file or Lock/unlock/Load a ROM image into ABR PLUS much more . . . the ideal companion from the company that produces the Acorn Plus 1.  
£11.00 ex VAT; £12.85 inc VAT  
"The AP2 is the definitive Plus 1 Rom. . . I'm not sure what I'd do without it. . . Like all of PRES's other products it's been well worth waiting for." EU July '88

**PRES ABR SOFTWARE**  
The new PRES ABR software now available separately containing: SaveROM, LoadROM, Lock, Unlock, Printer Buffer, Zero and MakeROM a new utility to put our own software from disc or tape into ABR & use the ROM filing system. Supplied on 3.5" ADFS or 5.25" DFS disc.  
3.5" £9.99 ex VAT; £11.49 inc VAT  
5.25" £8.99 ex VAT; £10.34 inc VAT

## ADVANCED PLUS 7

An internal battery-backed RAM upgrade for the Advanced Plus 6. TWO 16k pages of Sideways RAM, battery-backed and featuring full write protect facility. Just like ABR but fitted internally & vacating a cartridge slot. This product is compatible with all Acorn BBC/Master & Electron computers.  
£39.50 ex VAT; £45.42 inc VAT

## \*\* USER PORT \*\*

A new low cost unit for those who just require a user port interface. Supplied in a standard size, Acorn approved cartridge, with the standard connector on top. Inside is a spare ROM socket which can also be configured for high priority use such as mouse software.  
£19.95 ex VAT; £22.95 inc VAT

## ADFS VERSION 1.1

Suitable for existing Plus 3 or A.P.4 users. This new version has the software fixes for Zsysshelp, write protect disable & compaction. Also Winchester code has been replaced with the necessary driving software to handle AQR as a 256k RAM DISC. Please note - ADFS is Acorn's adopted standard filing system supplied on the Plus 3, Master 128, Master Compact & now the Archimedes. Supplied on 16k ROM with Welcome disc & utilities. Please state 3.5/5.25 welcome disk.

£14.95 ex VAT; £17.19 inc VAT  
(ADFS manual supplied separately)

## ADFS EOO

For Electron users with either Plus 3 or A.P.4 and 32k of S/W RAM i.e. ABR. All the benefits of ADFS but without all the loss of RAM! Includes all the software 'fixes' as in version 1.1 as well as the AQR/RAM DISC code and an 'FX' call for managing the new & original ADFS. One of the most frequent questions we are asked: "How do I get back the memory lost on my Plus 3 system?" Answer: PRES ADFS & EOO regains 3.75k leaving page @ &EOO the same as Tape!

ADFS EOO supplied; 3.5" ADFS (manual available separately)  
£14.95 ex VAT; £17.19 inc VAT  
5.25" ADFS (manual avail. sep.) £14.00 ex VAT; £16.10 inc VAT  
5.25" DFS (2 discs+ADFS manual) £19.00 ex VAT; £21.85 inc VAT  
(See Special Package Prices)

## AP4 MOD

This converts an AP3 to an AP34 (ie. DFSEOO) supplied as a two chip set, full documentation and fitting instructions.  
£21.74 ex VAT. £25.00 inc VAT

## ADVANCED GAMES COMPENDIUMS - ON DISC

With so many of our products providing more 'serious' add-ons for the Ek; we thought it was time to allow easy access to some of the favourite games ON DISC! ... Three volumes of popular games, previously only available on tape, now 'instantly' loadable from menu on disc. Each volume contains EIGHT menu selected games. Available on 3.5" ADFS or 5.25" ADFS.

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Jet Power Jack	The Mine	Ghouls
Killer Gorilla	Rubble Trouble	Felix and the Evil Weevils
Stock Car	Swag	Adventure
Bandits @ 3	Cybertron Mission	Swoop
Bumble Bee	Moonrader	Chess
Croaker	Frenzy	Galactic Command
Felix in the Factory	Escape Moonbase Alpha	

3.5" £9.99 ex VAT each volume; £11.49 inc VAT  
5.25" £8.99 ex VAT each volume; £10.34 inc VAT

A.D.F.S Guide Manual ..... £5.00

## NEW

### ELECTRON VERSION OF A.L.P.S.

(Adventure Language Programming System)

## NEW

Well received on the BBC now available for Electron users on a 16k Rom and utilities disc either: 3.5" ADFS or 5.25" DFS  
£25.17 ex VAT £28.95 inc VAT

## DISC DRIVES \*\*NEW LOW PRICES\*\*

	Ex VAT	+VAT
Cumana 5.25" db/sided 40/80 track switchable, inc. psu. ....	£113.00	£129.95
Cumana 5.25" sbs/sided 40 track, inc. psu. ....	£112.17	£129.00
Cumana 3.5" db/sided 80 track, inc. psu. ....	£112.17	£129.00
PRES Special 3.5" double sided 80 track, inc. psu. ....	£78.00	£89.70

## DISCS

3.5" 10 in plastic library box - ideal for Plus 3 users .....	£19.95
5.25" 10 db/sided dble/dens. ....	£12.99
5.25" 10 sing/sided sing/dens. ....	£8.99
5.25" Twin Gift Pack .....	£1.49

VIEW CARTRIDGE ... the Acornsoft word processor for the Electron and Plus 1. Inc. full documentation. .... £14.95  
VIEW SHEET CARTRIDGE ... the Acornsoft spreadsheet for the Electron and Plus 1. Inc. full documentation. .... £14.95  
VIEW & VIEWSHEET ... both products as above "special price". .... £22.00

## MUSIC 5000

Turns your Electron into a computerised music production studio in which you can take a piece of music all the way from a sheet score, an idea of your own or one of the supplied examples, through entry, arrangement, replay and 'live' mix-down to a finished performance complete with custom instruments and studio effects.

Music 5000 is supplied as a powerful, stereo, digital, eight voice, 16 channel synthesiser with ROM software (containing the AMPLE language), disc software containing the example music files and full documentation.

The requirement for Electron Music 5000 is ... Electron, Plus 1, disc system (3.5 or 5.25 drive) running DFS or ADFS (preferably @ &EOO) i.e. Acorn Plus 3, A.P.3 or A.P.4, 1 Mhz bus (best option A.P.5.), and hi-fi amplifier or similar (Music 5000 has a standard 5-pin DIN audio connector for sound output). (Please state disc size & FS when ordering) £99.00 (ex. VAT) £113.85 (inc. VAT)

## SPECIAL PACKAGE PRICES

AP1 + AP3 .....	£165.00 ex VAT	£189.75 inc VAT
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ABR + 3.5" ADFS E00 .....	£48.65 ex VAT	£55.95 inc VAT
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AP5 + Music 5000 .....	£152.17 ex VAT	£175.00 inc VAT
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AP7 + 5.25" ADFS E00 .....	£48.65 ex VAT	£55.95 inc VAT
AP7 + 5.25" DFS (ADFS E00) .....	£52.13 ex VAT	£59.95 inc VAT
AP4 + CS400 .....	£147.78 ex VAT	£169.95 inc VAT
AP1 + AP4 + CS400 .....	£189.00 ex VAT	£213.75 inc VAT

## ACCESSORIES

### ELECTRON POWER SWITCH

For those who are fed up with removing the power connector every time when resetting the computer or for those whose jack-plug connector has become unreliable by removing the power at random! This useful accessory provides a double-pole in-line switch with a new power jack-plug already attached; just connect to the existing lead, having removed the old jack-plug. £3.96 ex VAT; £4.55 inc VAT

### AP3 2nd DRIVE LEAD

Replaces existing drive cable with one containing an extra connector for adding a second drive configured as Drive 1.  
£3.96 ex VAT; £4.55 inc VAT

### PLUS 3 2ND DRIVE ADAPTOR

Converts the fitting at the back of the original Acorn Plus 3, to take a standard disc drive connector when adding a second drive which has been configured to Drive 1.  
£6.91 ex VAT; £7.95 inc VAT

### Panasonic KX-P1081 Printer Ribbon

£5.50 ex VAT; £6.32 inc VAT

ELECTRON ADVANCED USER GUIDE ... further reading and information for the Electron user. .... £3.95

## ADVENTURE GAMES ON DISC

5 adventures available on disc for Electron users. Each game is sold separately on disc: Ultimate Prize, Dreamtime, Pirates Peril, Taroda Scheme and Stranded.  
3.25" ADFS £6.95 ex VAT per Disc; £7.99 inc VAT per Disc

## COLOUR MONITOR

See your favourite games in greater detail and 80 Col. Text  
Philips CM8833 14" Mod. Res. (600 x 285) RGB, CVBS, SKART + Audio inputs. Complete with BBC/Electron lead + Securdic delivery  
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## PRINTER

Printer ideal for Electron Plus 1. Panasonic KX-P1081 Graphic Epson Compatible NLQ ready to connect including cable, delivery and VAT

£155.65 ex VAT £179.00 inc VAT

## COMING SOON

ADVANCED BASIC EDITOR+ ... an exciting new product based on Acorn's original Basic Editor. It contains all the original features plus enhancements that make it one of the most powerful basic editors available. Supplied as a 32k ROM module or a cartridge with spare ROM socket.

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# Race against time

**Defuse the timebombs before they explode, in Anthony Houghton's exciting arcade game**

In this fast-action arcade game you are given the task of guiding Bomb Squad officer Ben Bingley around the screen to find time bombs that have been placed by a malicious bug-eyed alien.

The screen is composed of tiles which Ben can walk over, but unfortunately, they crack and dissolve as he steps off them. This means he can't retrace his steps and he may sometimes become stranded on a tile surrounded by empty space.

There is a solution - the row of tiles he is standing on can be scrolled left or right providing nothing is blocking their path, so it is possible to move a tile towards him and have him step on to it.

Apart from becoming stranded, Ben must avoid deadly skulls and the bug-eyed alien that hops from tile to tile. Flags placed randomly around the screen can be collected for bonus points.



```

10 REM Timebomb
20 REM by A. Houghton
30 REM (c) Electron User
40 *FX11 20
50 *FX12 20
60 ENVELOPE1,1,50,-20,10,4,10,
10,126,0,0,-126,126,126:ENVELOPE2
,1,50,-50,5,4,4,20,126,0,-126,1
26,126:ENVELOPE3,129,-15,-8,-3,10
,10,126,0,0,-126,126,126
70 PROCassem:REPEATMODES:VDU23
:8202:0:0:19,2,6:0:19,3,3:0:PR
OCtitle:score=0:level=1:7lives=3
:REPEATPROCscreen:*FX21
80 ?dead=0:CALLmainloop:IF?dea
d=27UNTILTRUE:UNTIL0 ELSEIF?dead=
10PROCUNIL ELSEPROCdie
90 UNTIL?lives=255:VDU28,3,17,
16,15,12:PRINT" GAME OVER":PROC
d(250):UNTIL0
100 DEFPROCbonus:PROCd(10):FORM
X=10T060STEP5: SOUND1,2,NX,2:NEXT:
PROCd(100):FORMX=1T010?Level:FORM
X=1T04:CALLlinc:NEXT:CALLpscore:S
OUND0,-15,4,1:PROCd(5):NEXT:level
=level+1:PROCd(200)
110 IFlevel=4 ?lives=?lives-1:E
NDPROC ELSENDPROC
120 DEFPROCd(T):TIME=0:REPEATU
NTILTIME=t:ENDPROC
130 DEFPROCdie:IF?dead=8FF PROC
explode ELSEPROCmeanie
140 ?lives=?lives-1:PROCd(200):
ENDPROC
150 DEFPROCexplode:NX=0:FORYX=0
T09:FORYX=0T012:IFN?area=14X=X:
?Y=Y
160 NX=NX+1:NEXT:CALLscalc:AX=
14d:NX=0:FORYZ=0T02:FORYX=0T0235T
EP4:NX18C48=AX1(XX+YX*8140):NX=NX
+4:NEXT
170 FORMX=4T06:SOUND0,-15,NX,20

```

```

:NEXT:FORNZ=1T010:fos=AX:lod=8AB0
:*FX19
180 CALLprint:PROCd(10):fos=AX:
lod=8C48:*FX19
190 CALLprint:PROCd(10):NEXT:EN
DPROC
200 DEFPROCmeanie:RESTORE970:IF
?dead=20 ?dead=15
210 FORNZ=0T07dead:READBS:NEXT:
BX=EVAL("8"+BS):XZ=?manx:YX=?manx
:CALLscalc:AX=lad:FORNZ=200T0100S
TEP-20:SOUND1,3,NX,2:fos=AX:lod=8
:*FX19
220 CALLprint:PROCd(10):SOUND1,
3,NX-10,2:fos=AX:lod=8990:*FX19
230 CALLprint:PROCd(10):NEXT:EN
DPROC
240 DEFPROCscreen:VDU26,12:FORN
Z=0T0129:NZ?area=1:NEXT
250 COLOUR1:PRINTTAB(0,0)"SCORE
LEVEL LIVES":COLOUR2:CALLpscor
e:CALLlives:PRINTTAB(9,1):level
260 FORNZ=1T08:XX=RN(11):YX=RN
D(8):area?(XX+YX*13)=2:XX=RN(11)
:YX=RN(8):area?(XZ+YX*13)=4:NEXT
270 area=?58:3:7manx=6:7manx=?4:
clkv=1:7clkv=?7:7clkv=?2:level DIV
2:7rem=?7clkv:7clkv=11-level:IF?cl
kk=30R?7clkv=10 ?7clkv=3
280 7monx=1:7mony=1:7sloc=1:FORY
X=0T09:CALLrow:NEXT:area=?58:0:7se

```

```

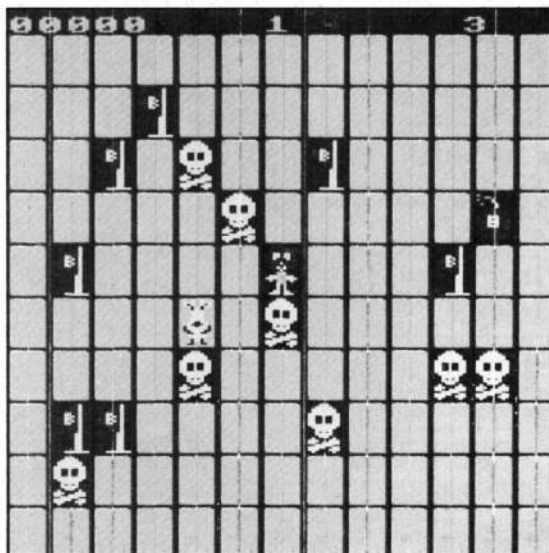
ed=RN(256):ENDPROC
290 DEFPROCassem:RESTORE1000:F0
RNZ=800T08AAFSTEP4:READAS:INZ=EV
AL("8"+AS):NEXT:FORNZ=8AD0T08AF
TEP4:INX=0:NEXT:FORNZ=8C0T08C475
TEP4:READAS:INZ=EVAL("8"+AS):NEXT
300 I?INKEY=256=1timer=829F ELS
ETimer=8240:REM BBC/ELK
310 DIMarea 130,tab1 10,tab2 1
0,tab2h 10:FORNZ=0T09:tab17NZ=NX*
7:AD=NX*830C+85A80:tab217NZ=AX*
0256:tab2h7NZ=AXDIV256:NEXT
320 DIMtab3 13,tab3h 13:FORNZ=
0T012:AX=NX*24:NZ?tab31:AXMOD256:
NX?tab3h=AXDIV256:NEXT
330 DIMgtabl 15,gtabh 15:RESTOR
E970:FORNZ=0T014:READAS:AX=EVAL("
8"+AS):NX?gtabl=AXMOD256:NZ?gtabh
=AXDIV256:NEXT
340 DIMtab 10:RESTORE980:FORNZ
=0T09:READAS:NZ?tab=EVAL("8"+AS)
:NEXT
350 os=?70:od=?82:ns=?74:nd=?76
:ad=?87:t=?87A:t2=?87B:ar=?87C:t3=?
87E:ibom=?7F:iar=area
360 manx=?80:manx=?81:clkv=?82:
clkv=?83:clkv=?84:dead=?85:speed=
232:move=?86:score=?80:lives=?84:
send=?87:clkv=?88
370 monx=?88A:mony=?88B:mondfr=?88
C:monf=?88D:rem=?88E:sloc=?88F:DIRM2
000:F0RP=0T02STEP2:PX=?01:LOPTP
380 :scalc LDAtab31,X:CLC:ADcta

```

```

b2L,Y:STAad:LDAtab3h,X:ADcTab2h,Y
:STAad+1:RTS
390 .acalc STXt3:LDAtab1,Y:CLC:
ADC3:TAY:RTS
400 .sprite JSRprint:LDAAns:STAos:
LDAAns+1:STAos+1:LDAAnd:STAod:LDA
nd+1:STAod+1
410 .print LDX#3:.prlp1 LDY#23:
.prlp2 LDA(od),Y:STA(0s),Y:DEY:BP
Lprlp2:LDAos:CLC:ADC#840:STAos:LDA
Aos+1:ADC#1:STAos+1
420 LDAod:CLC:ADC#24:STAod:LDAod
d+1:ADC#0:STAod+1:DEX:BNEprlp1:RT
S
430 .row STYt2:LDX#12:STXt1:.ro
lp LDxt1:LDYt2:JSRcalc:LDA(ar),Y:
TAY:LDAgtab1,Y:STAod:LDAgtabh,Y:
STAod+1
440 LDA#0:STAAbom:CPY#6:BCcNtbom
:LDA#FF:STAAbom:ntbom
450 LDx11:LDYt2:JSRcalc:LDAad:
STAos:LDAad+1:STAos+1:JSRprint:BI
Tbom:BPLnum:JSRcdt
460 .num DECt1:BPLrlop:LDYt2:C
PYmony:BEQmonh:RTS:.monh LDXmonx:
JSRcalc:LDAad:STAos:LDAad+1:STAos
+1:LDA#0:STAod:LDA#&C:STAod+1:JM
Pprint
470 .nan LDA#0:STAMove:LDA#Mxnx:
LDYmony:JSRcalc:LDAad:STAos:LDAa
d+1:STAos+1:LDA#90:STAND:LDA#9:5
Tand+1:LDA#80:STAod:LDA#10:STAod
+1
480 LDA#129:LDX#0:LDY#0:JSR&FF
4:CPX#ASC"Z":BNEntle:LDA#Mxnx:LDYm
ony:DEX:BPLnrwapl:LDX#12:.nrwapl
JSRgap:BEQpl:LDA#&F:STAMove:STX
manx:STYmony:.pml JMPman
490 .ntle CPX#ASC"X":BNEntri:LDA
Mxnx:LDYmony:INX:CPX#13:BNEnrwap
l:LDX#0:.nrwapl JSRgap:BEQpl:LDA
#&F:STAMove:STXmanx:STYmony:JMPP
man
500 .ntri CPX#ASC"1":BNEntup:LDA
Mxnx:LDYmony:DEY:BPLnrwapl:LDA#9
1:.nrwapl JSRgap:BEQpl:LDA#&FF:ST
AMove:STXmanx:STYmony:JMPPman
510 .ntup CPX#ASC"/":BNEntdo:LDA
Mxnx:LDYmony:INX:CPY#10:BNEnrwap
l:LDY#0:.nrwapl JSRgap:BEQpl:LDA
#&F:STAMove:STXmanx:STYmony:JMPP
man
520 .ntdo CPX#ASC"A":BNEntscr:LDA
Mxnx:CPYmony:BNEntsm:LDA#Mxnx:BE
Qman:DECMonx:.nsm LDX#0:JSRcal
c:TVA:CLC:ADCar:STAT1:LDAar+1:ADC
#0:STAT2
530 LDA(ar),Y:CMY#2:BCSpman:LDY
#0:.slp INY:LDA(t1),Y:DEY:STAT(t1
),Y:INX:CPY#12:BNEslp:LDA#1:STAT
(t1),Y:LDY:JSRrow:JMPPman
540 .nscr CPX#ASC"S":BNEpnan:LDA
Mxnx:CPYmony:BNEntsm:LDA#Mxnx:CM
PYt2:BCSpman:INCMonx:.nsm LDX#0:
JSRcalc:TVA:CLC:ADCar:STAT1:BCA
sp+1:ADC#0:STAT2
550 LDY#12:LDA(t1),Y:CMY#2:BCSp
man:.slp DEY:LDA(t1),Y:INX:STAT
(t1),Y:DEY:BNEslp:LDA#1:STAT(t1),Y:
LDYmony:JSRrow:JMPPman
560 .pman LDA#21:LDX#0:JSR&FFF4
:LDXmanx:LDYmony:JSRcalc:LDA(ar),
Y:CMY#4:BNEnted:STAded:JMPrntbm
h
570 .ntded CMY#2:BNEntflg:LDA#0
:STA(ar),Y:LDA#5:.flsl JSRincc:DE
X:BNEflsl:JSRscore:LDA#flag:MO
D256:LDY#flag:DIV256:LDA#7:JSR&
FFF:JMPrntbmh
580 .ntflg CMY#5:BCcNtbmh:PHA:L
DA#0:STAod),Y:PLA:TAY:.qbl JSRin
sc:DEY:BNEgbl:LDA#7:LDA#qbm:MOD
256:LDY#qbm:DIV256:JSR&FFF:JSR
pscore:BECClck:BNEntbhm:LDA#10:ST
Aded+1
590 .ntbhm BITmove:BPLddps:LDMx
anx:LDA#0:JSRcalc:LDA#0:STA(ar),
Y:.ddps LDXmanx:LDYmony:JSRcal

```



Watch out for the bug-eyed alien

```

c:LDAad:STAns:LDAad+1:STAns+1:BIT
move:BPLpmios:JMPPrite
600 .pmios LDAns:STAos:LDAAns+1:
STAos+1:LDA#90:STAod:LDA#9:STAod
+1:JMPPrint
610 .gap STXt1:STYt2:JSRcalc:L
DA(ar),Y:PHP:LDXt1:LDYt2:PLP:RTS
620 .incc SED:LDAscore:CLC:ADC#
1:STAscore:LDAscore+1:ADC#0:STAsc
ore+1:CLD:LDAscore:BNEd11:LDAscor
e+1:AND#F:CMY#5:BEQinlv:CMY#10:B
EQinlv:.d1l RTs
630 .inlv LDA!ives:CMY#9:BEQd1l
:INCLives:JMPP!ives
640 .pscore LDA#30:JSR&FEE:LDA
#10:JSR&FEE:LDAscore+1:JSRpbty:L
DA#score:JSRpbty:LDA#ASC"0":JMPPF
EE
650 .pbty TAX:LSRA:LSRA:LSRA:L
RA:JSRpdig:TXA:AND#F:pdig CLC:L
A:DC#4:JMPPFEE
660 .plives LDA#31:JSR&FEE:LDA
#16:JSR&FEE:LDA#1:JSR&FEE:LDA!i
ves:JMPPdig
670 .bcalc JSRcalc:LDAad:CLC:A
DC#4#8:ST#ad:LDAad+1:ADC#1:STAad+
1:RTS
680 .bombs DEc!os:BEQ#0:RTS:.go
LDA#3:STASlo:LDY#9:STYt2:.bmlp1
LDX#12:STXt1:.bmlp2 LDXT1:LDYt2:J
SRcalc:LDA(ar),Y:CMY#5:BCcNtbmh
:JSRbomum
690 .nfnbmb DECt1:BPLbmlp2:DECT
2:BPLbmlp1:LDA!ck:CMY#F:BNEdmkn
b:JSRmknb:.dmkn LDA!ck:EOR#F:5
Tack!m:RTS
700 .bomnum LDA!ck:CMY#F:BNEd
cdt:LDA(ar),Y:CLC:ADC#1:CMY#15:BN
Enexpl:LDA#&F:STAded:RTS:.nexpl
STA(ar),Y:LDX#blp1:MOD256:LDA#7
lp:DIV256:LDA#7:JSR&FFF11:.dcdt LD
Xt1:LDYt2:JSRbcalc
710 LDx11:LDYt2:JSRcalc:LDA(ar
),Y:SEC:SDC#5:TAX:LDA#tab,X:STAod
:LDA#RA:STAod+1:LDY#7:.numlp LDA
(od),Y:ORA!ckm:STA(ad),Y:DEY:BPLnu

```

```

mlp:RTS
720 .blp EQUW1:EQUW-15:EQUW200
:EQUW1:.flagso EQUW2:EQUW1:EQUW50
:EQUW5:.bomo EQUW2:EQUW1:EQUW70
:EQUW5
730 .mknb DECClck:BEQpnbs:RTS:.
pnbs LDArem:BNEpnbs2:RTS:.pnbs2 D
ECrem:LDA!ckk:STA!ckv1.ranx JSRra
ndom:AND#8:CLC:ADC#3:TAX
740 JSRrandom:AND#7:TAY:INX:CPX
monx:BNEokb:CPYmony:BEGranx:.okb
STXt1:STYt2:JSRcalc:LDA(ar),Y:BE
Qpubh:CMY#1:BNEranx:.pubh LDA#5:5
TA(ar),Y
750 LDxt1:LDYt2:JSRcalc:LDAad:
STAos:LDAad+1:STAos+1:LDA#820:STA
od:LDA#8A:STAod+1:JMPPrint
760 random LDA!seed:ROLA:ROLA:R
OLA:SEC:ADC!seed:EORtimer+1:STA!see
d:RTS
770 .monster LDA#0:STAMon:LDA#M
onx:CMY#nan:BNEnd:LDA#Mony:CMY#na
ny:BNEnd:LDA#20:STAded:RTS:.nd
ED JSRrandom:AND#3:BNEmonv
780 .chng LDA#&F:STAMon:LDA#M
onv:CMY#3:BCcVnt:JSRtough:BCcVnt
monv:JSRrow:BCcmonv:RTS
790 .vrt JSRtow:BCcmonv:JSRc
owh:BCcmonv:JSRraw:BCcmonv:JSR
awh:BCcmonv:RTS
800 .monv LDA#Mondir:CMY#1:BNE#n
mol:LDA#Mony:DEX:LDYmony:JMPPmon
810 .nmol CMY#2:BNEntmor:LDA#Mox
b:INX:LDA#Mony:JMPPmon
820 .nmor CMY#3:BNEntmp:LDA#Mox
on:LDYmony:DEY:JMPPmon
830 .nmp LDxMony:LDYmony:INX
840 .nmor STXt1:STYt2:JSRmonck:
BCGct:BITmon:BPLchng:LDA#Mox:ST
Xt1:LDYmony:STYt2
850 .got LDxMony:LDYmony:JSRca
lc:LDAad:STAos:LDAad+1:STAos+1:LDA
#0:STAod:LDA#9:STAod+1:LDA#0:STA

```

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```
nd:LDAR#C:STAnd+1
860 LDxt1:LDYt2:STXmonx:STYmony
:JSRscalc:LDAd:STAns:LDAd+1:STA
ns:1:JMPsprite
870 .towh LDAmoxn:CMpmanx:BCmo
nr1:BCSmoxnLz:awah LDAmoxn:CMpman
x:BCSmoxnr1:BCConle
880 .towh LDAmoxn:CMpmanx:BCmo
ndo:BCSmoxnup:awah LDAmoxn:CMpman
y:BCSmoxndo:BCSmoxnup
890 .monle LDxmonx:DEX:LDYmony:
LDA#1:STAmoxdir:JMPonchck
900 .monr1 LDxmonx:INX:LDYmony:
LDA#2:STAmoxdir:JMPonchck
910 .monup LDxmonx:LDYmony:DEY:
LDA#3:STAmoxdir:JMPonchck
920 .mondo LDxmonx:LDYmony:INY:
LDA#4:STAmoxdir:JMPonchck
930 .monchk CPX#8FF:BEQnogo:CPX
#13:BEQnogo:CPY#8FF:BEQnogo:CPY#1
0:BEQnogo:ISRacalc:LDAR#7:Y:CMp#
1:BNEnogo:CLC:RTS:nogo SEC:RTS
940 .mainloop JSRman:JSRmonster
:JSRbombs:JSRwait:LDAdDead:BNEkill
:BEQmainloop
950 .wait BITtimer:BMiwait:LD#
speed:STATimer:LDAR#19:JSR#8FF#4:LD
AR#19:LDX#88F:LDY#8FF:JSR#8FF#4:TY
A:BEAkilL:LDAR#2:STAdDead:kill RT
S
960 JNEXT:ENDPROC
970 DATA#0,900,948,990,908,A20
,A20,A20,A20,A20,A20,A20,A20,
A20,C00
980 DATA40,68,70,78,80,88,90,98
,AD,AB
990 REM Graphics Data
1000 DATA7878780F,78787878,FOF0F
```

```
00F,FOF0F0F,EOEOEO0C,EOEOEOEO,78
787878,78787878,FOF0F0F0,FOF0F0F0
,EOEOEOEO,EOEOEOEO,78787878,70787
8,FOF0F0F0,FOF0F0
1010 DATAEOEOEOEO,EOEOEO,0,70301
00,7030100,CFACFC0F,88888800,8888
8888,103,0,70FCFAF,11110103,888888
888,888888888,0,0
```

```
1060 DATAE10F0F0F,E12DE187,A50F0
FOF,202DE1A5,E10F0F0F,E12DE12D,E1
0F0F0F,E187E12D,480F0F0F,E14848C3
,E10F0F0F,E1A5A5A5
```

```
1070 DATA6A7B780F,78787878,F9F9F
00F,FFFFF69,64ECE00C,EOEOEOEC,79
787878,485B5B79,9FFF6F6,FFFF9F09
,E8EOEOEO,2CACAE8,78787969,70697
8,6FFFF6F,FO6969,EOEOE868,EO68EO
1080 DEFPROCHAS:AS=10:XL=870:Y
Z=0:FORN=1:TOLNAS:7870=ASC(MID$(
AS,NX)):CALFFFF1
1090 VDU23,255,7871,7871,7872,78
72,7873,7873,7874,7874,255,8,10,2
3,255,7875,7875,7876,7876,7877,78
77,7878,7878,255,11:NEXT:ENDPROC
1100 DEFPROCTIME:COLOUR1:VDU31,
6,1:PROCT("TIMEBOMB"):COLOUR3
1110 PRINT"" Guide Devilish Be
n""around the grid and""help hi
m to defuse"
```

CONTROLS	
Z	Left
X	Right
*	Up
?	Down
A	Scroll left
S	Scroll right

```
1020 DATA11111111,FF1111,88888888
8,EE8888,3010000,7171713,FOFOE0D,
F158FBF,8000000,C0C0C08,3030707,7
7330001,48A50F4B,F1F1E0F,80B0C0C
,CC880000
```

```
1030 DATA22,331100,AAAAE0D,88BB
AA,88,880000,33110000,66667733,FF
FFEE0D,4444FFFF,88000000,CCCCC88
,33776666,111111,FFFF4444,EEFF55F
F
```

```
1040 DATA88CCCCC,0,11667722,227
777,FF77110,11CC,CCCC88,88CCCC,4
0104000,2000,40800000,E202040,0,0
,7030301,7070707
```

```
1050 DATAE10F0F0F,E12DE1A5,CO80
00,C0C0C0C,3070707,103,FOF0F0F,EO
FOF,80C0C0C,8,E10F0F0F,E1A5E1A5,E
10F0F0F,4848202D,E10F0F0F,E1A5E18
7
```

```
1120 PRINT"the timebombs before
hey reach zero.""Unfortunately,a
s Bensteps on each tile,"
```

```
1130 PRINT"it disappears, but""
Ben has been given""special pow
ers to""overcome this; he"
```

```
1140 PRINT"can scroll a row of""
tiles as long as""there's noth
ing in""the way of the edge,"
```

```
1150 PRINT"Ben can collect thef
lags for a bonus, ""but he must a
void""the skulls and the""bug-e
yed alien,"
```

```
1160 COLOUR2:PRINT"Z= Left A=Sc
roll lftX=Right S=Scroll rt * - U
p""? - Down"
```

```
1170 COLOUR1:PRINT""Press spac
e to play!";REPEATUNTILGET=32:ENDPR
OC
```

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# MICRO MESSAGES

## Programming problems solved

I WOULD be grateful if you could help me with some programming queries: Is the sequence in which procedures appear in a program critical in any way? Many programs have the Procedures in random sequence. Is there any reason why they do not appear in the sequence they are called or in alphabetic sequence?

What does RND(-TIME) give?

In a function the following appeared:

```
F% = F% - R% = 13
```

What does this set F% to? At the end of the function was:

```
=(F% = 4)
```

What reply does this give? Also what is the purpose of \*FX5 in a program that does not print? What is the purpose of \*FX16 in a program with no ADC input? What effect does \*FX178,255.0 have?

I have a Cumana DFS 40 track disc system which uses nine sectors per track with 512 bytes per sector. In articles about the Electron's DFS system there is reference to 10 sectors of 256 bytes, so the programs are not directly applicable to the Cumana system.

Apart from altering the number of sectors and bytes per sector, are there any other

factors which I would need to change to enable the programs to run with Cumana discs? — David Fidler, Caine, Wiltshire.

● Procedures can appear in any order as it doesn't make the slightest bit of difference to the Electron. The function RND(-TIME) will seed the random number generator with a random number — the current time.

The first line of Basic sets F% to -1 or zero — TRUE or FALSE depending on whether:

```
FX - R% = 13
```

is a true statement.

The second line of Basic again returns TRUE or FALSE depending on whether F% is equal to 4 or not.

The \*FX5 only affects the printer, so will have no effect on a program that doesn't try to print anything. The \*FX16 command can be used to speed up program execution by switching off the ADC if it doesn't use it. The keyboard can be switched off for the same reason with \*FX178.

Programs — apart from ones which directly access the disc — don't need to know which disc filing system they are using and will work with both the DFS and Cumana DFS without any alteration.

## Regular fixtures

I MUST congratulate you on producing such a magnificent magazine. It is perfect except for one thing. I think that the features which appear monthly should have set positions in the magazine. For instance, Arcade Corner could be on page 25 or Software Reviews could always be on page 34.

I have bought Electron User for nearly four years now and the only thing that is in a set position is the news, and of course, the adverts on the inside front and back pages.

I have a tricky problem with the game Codename: Droid. In the crews' quarters, in the last sector there is a lamphshade that falls and blocks that part of the sector and I can't seem to get there quickly enough to go under or get or do something to make it go back up. I would be most grateful if you could help me, as if it wasn't for that I could be able to complete the game.

Is there any way to speed up the loading of tapes? If so, does it cost an arm and a leg and do I need a Plus 1 or some other add-on to attach it to? — T. Rouse, Godalming, Surrey.

● We published maps plus hints and tips to

Codename: Droid in our April, May and June 1988 issues that may help. Can any readers provide additional clues?

You can't speed up loading of games from commercial tapes, but in the December 1987 issue we published a machine code routine to slightly speed up loading of your own programs. They can also be compressed into as small a space as possible — to reduce loading time and speed up execution — with Supercharger from the February 1989 issue.

As to fixed pages for regular features, that can be tricky. Articles vary in length, as do the number and required positions of adverts.

## Flying the Jolly Roger

WITH reference to the article by Julie Boswell in your May issue concerning protection of programs, I would suggest that this is impossible. I am not a pirate, hacker or whiz kid, and have no real computer knowledge, being just a month short of my eighty-third birthday.

I believe I can copy any program, whether it be BBC Micro, Electron, Amstrad or any

other program. — J. Lynn, South Shields, Tynes & Wear.

● The techniques outlined are designed to prevent anyone accessing your programs or data. They don't prevent them from being copied, just from being listed.

It is also possible to prevent them from being copied using a micro. However, it is impossible to prevent them from being copied using some sort of tape duplicator like a twin cassette tape deck found in many modern hi-fi systems.

## Golden praise for Exile

WHY didn't Exile receive a coveted Golden Game award? It's easily the best game ever and knocks Elite for six. Why do you have all the Second Opinions? I've hardly agreed with any of them.

What's all the fuss about the Barbarian II advert? They're only wearing glorified swimwear after all. Anyway, Acorn User censored it and it looks ridiculous. People who don't like the advert could always buy other magazines instead, such as Lawnmower Weekly or Which Potato? I'm sure they would find them entertaining.

That's all the moans, I think. At least if you print my letter I won't be able to complain about Micro Messages. — David Young, Upper Wardington, Banbury, Oxon.

● Exile is excellent. However, the reviewer didn't like the very poor scrolling and felt it could have been better. It just missed out on the Golden Game award because of this.

The Second Opinion supplies an alternative viewpoint in order to provide a more balanced and accurate review. It guards against reviewers being biased towards one particular type of game.

## Mini Office on disc

I UPDATED my Electron to disc drive with the excellent Slogger Pegasus 400 and its tape to disc rom T2PEG400, as reviewed in January's issue of Electron User.

Slogger's advertisement and instructions with the T2PEG400 indicated that the Mini Office tape would work on disc. I had some initial problems where the tape would apparently copy OK, but the programs would not run. I eventually found that PAGE had to be changed to 85000. Of course, for copyright reasons the program will not run from disc

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without the T2PEG400 rom present.

However, my problem now is that when saving data it will only do so to tape and will only load data from tape which somewhat defeats the advantage of disc drives. Could you help me with a Fix program, or will the BBC Micro version work on the Electron? — J. Darlington, Locksheath, Hampshire.

● T2PEG400 always reverts to the tape filing system once a program has been loaded, so all data files will be read from and saved to cassette. You can't alter this.

Although we haven't tried it ourselves, we have had several reports from readers that the BBC Micro disc version of Mini Office will run on Electrons fitted with a DFS disc system.

## Correspondence wanted

I HAVE been a reader of Electron User for some years now and I find it a great help. Keep up the good work.

I own two Electrons, a Plus 1, AP3, rom cartridge and Slogger's StarStore II and T2P3 tape to disc rom.

I recently bought a Brother HRI10 printer and ran into problems. Despite much effort I can't get it to work properly. I have tried different dip switch settings and changed the lead, but only half the characters correspond. For example the letters A, B and C are fine but D, E, F and G come out as @, A, B and C respectively.

I must be doing something wrong, please can you help? Once set up correctly I presume it will print out from any software with a print function written into it, such as Slogger's StarStore II. — Trev Wildman, Peterborough.

● We haven't used this printer with the Electron, but can't see why it shouldn't work. First suspect a faulty lead; if a replacement doesn't work then try a friend's Electron if possible.

If the problem persists it must be the printer. Try different DIP switch settings, as the wrong character set may have been selected. As a last resort take your printer back to the shop to be tested.

## Getting on the right track

I OWN a basic Electron and find your magazine very good on the whole. However, I must support Mr Brosym's letter from your May issue regarding the lack of instructions by some contributors on how to use their utilities.

I refer specifically to Tracker from your August 1988 issue. I have typed in the program but then what? How do I enter the program to be disassembled?

Incidentally, using the command given in the article \*TRACKER results in a Bad

All programs printed in this issue are exact reproductions of listings taken from running programs which have been thoroughly tested.

However, on the very rare occasions that mistakes may occur corrections will be published as a matter of urgency. Should you encounter error messages when you type in a program they will almost certainly be the result of your own typing mistakes.

Unfortunately we can no longer answer personal programming queries concerning these mistakes. Of course letters about suggested errors will be investigated without delay, but any replies found necessary will only appear in the mail pages.

command error message appearing. Using \*RUN works fine, giving an appearance identical with the illustrations in the article.

What do I enter when Enter ROM number appears? — A. Langley, Stevenage, Hampshire.

● First you must run Tracker to assemble and save the machine code. Load a program to disassemble and set D% to the memory address to examine/disassemble. Type \*RUN TRACKER (or just \*TRACKER if you have a disc system). Tracker will load and run, displaying from the memory address you set in D%.

You can quit by pressing Escape and a new address can be entered into D%. \*GO will then re-enter Tracker at the new address. If you try to examine memory between &8000 and &BFFF you'll be asked which rom you want to disassemble. Enter a number between 0 and 15 (Basic is rom 10).

## Sound ideas required

COULD Electron owners who have a 4-Channel Sound Cartridge or a Jafa Mode 7 Danner (hardware version, not rom), or even both, please get in touch with me to exchange ideas and experiences.

I would be interested to know how many people actually bought this equipment, especially the sound cartridge.

Keep up the good work Electron User and I hope you will still be going in years to come. — Brett Colley, 61 Babbacombe Gardens, Redbridge, Ilford, Essex IG4 5LZ.

## The search for software

RECENTLY I bought a second-hand Electron system consisting of computer, cassette recorder, Plus 1, printer and monitor. I have been able to obtain View and Viewsheet cartridges, but am having difficulty finding other software appropriate to my needs.

Where could I find a Pascal cartridge, for

instance, and software suitable for assisting with a small retail outlet's accounts? Is there any BBC Micro software for the latter which could be used? I would be very grateful for any assistance. — D. Anderson, Selkirk.

● Acornsoft produced a superb Pascal package consisting of a rom cartridge, two manuals and a function keypad. It is in very short supply, so you'll have to ring round the suppliers to see if they have one in stock.

Cashcare, VAT Care and Building Society Care could help with your accounts, but again, these are in short supply, so finding a retailer is difficult. Viewsheets can easily be programmed to handle accounts, bank balances and so on, and this may be a viable solution.

## Poke please for Bug Eyes II

HAVING looked through past issues of Electron User I have not come across a poke for the game Bug Eyes II. I wonder if you would try to find out how it is done and give it a place in the next Arcade Corner? — Chris Haines, Ruddy, Mid-Glamorgan.

● Can any reader help Chris with a cheat poke for this game?

## A little late for Easter

FIRSTLY I would like to thank Anthony Houghton for Eliminator in your May issue. After loading it from the free tape I found it an enjoyable escapade and played it for many hours.

On the inside front cover of the same magazine is an advert from Superior Software advertising six games for Easter. Is the editor aware that Easter was on March 26 this year? — Tommy Clifford, Harrow, Middlesex.

● We work so far in advance that the May issue of the magazine, including the advert, was finished before Easter. It went on sale at the beginning of April, so only narrowly missed Easter. In retrospect the advert would have been better in the April issue.

## Upgrading with loadsamoney

I HAVE owned an Electron for about four years and have found it a great little micro. Recently I started work and can now find more money to spend on improving my computer.

At the moment I have just the basic set-up — Electron, tape recorder and TV. I would like to increase the memory size to enable me to write longer text adventures. Will I need a Plus 1 or Rombox and which is best?

I would also like to buy a printer. Could you recommend one and would it be compatible with both the Plus 1 and Rombox?

I have seen Slogger's Master Ram Board,



# Infinity is still causing some confusion

I WAS interested to see the letter from your correspondent D. Bibby in your May issue of Electron User regarding difficulties with Repton Infinity. I also received this game for Christmas and had the same problem. I sent the whole pack to Superior Software setting out my complaint in mid January.

As I had not received a reply by March I wrote again and received a replacement. The faulty screen had a key in the top left of the screen. I was then able to progress. However, I found a fault on loading 3B and I was still unable to proceed. I wrote back to Superior and by return of post received a slip saying: "Repton Infinity is now completely bug-free but there is a remote chance that you have been sent one of the old data cassettes. Please find enclosed a new cassette".

This cured the problem, and I am now able to enjoy the latest edition of Repton Infinity. My actions have cost me postage in returning the games to Superior, for which I have not been reimbursed despite asking.

I am now stuck on completing level three

on Repton 3B having achieved a score of 1,335 with no diamonds or monsters and cannot move on to level four. As Superior says there are no bugs left in Repton Infinity the problem must rest with me.

I suggest that your correspondent returns the whole games pack to Superior Software at Leeds to have it replaced.

Although I am aged 61, I thoroughly enjoy the challenge from Repton to Repton Infinity, although I think not having the joystick option on Infinity is a retrograde step. — D. Bell, Redcar, Cleveland.

\*\*\*

IN reply to the letter from D. Bibby of Wrexham in your May issue, screen three of Repton Infinity Take 2 is not impossible. The key character is located at the top left-hand corner of the screen. From the start point this part of the screen is accessed by using the top left-hand transporter and then releasing the spirit to unlock the cage leading to the key.

The program builder on the May tape does

not appear to work. The menu appears on the screen but on selecting option 9 Thinking... appears on the screen, but that is the end, it never proceeds any further.

On running the program with TRACE ON it shows that on reaching line 519 it enters an endless loop 510, 520 and 530 preventing any further action. Can you please tell me what is wrong with the listing? — H.G. Hillier, Ellesmere, Shropshire.

● We're not sure whether you've solved the original "impossible" version of Infinity or the later, modified version. Builder on the May tape does work, though it is quite slow and thinks for two or three minutes before drawing the newly-created landscape on the screen.

Make sure you have first set all the parameters required by selecting option one on the menu. Select option nine to draw it, then wait a while. You should be rewarded with an impressive volcanic island rising out of the sea.

but do I need either a Plus 1 or Rombox to use it? — Nicholas Kearley, Horsham, West Sussex.

● A Slogger Master Ram Board is the only way of increasing the amount of memory. You don't need a Rombox or Plus 1 to use it, but you do need a Rombox or Plus 1 to use a printer. Panasonic's KK-P1081 is a reasonably economical printer with a good quality output and is compatible with these add-ons.

## Disappearing cartridges

I AM thinking of upgrading my Electron, having owned it for several years. I already have an AP1, AP2 rom and an AP6. Looking back at my collection of Electron User there have been adverts by companies selling games for rom cartridge-based games. What ever happened to them?

Will Pres' AP2 rom conflict with Slogger's Expansion Rom 2.0? — R. Hand, Chatham, Kent.

● Rom cartridges never really took off on the Electron. Perhaps it is their high production cost compared with cassette tapes. The few that were made are all excellent quality products that are now being sold very cheaply.

You can have either the Pres AP2 or Slogger Expansion rom 2.0, but not both. Both have different functions and features, each being geared towards making the respective company's other products more useful. As you already have Pres products we suggest sticking with them and going for the AP2 rom.

## Shortcuts not required?

SINCE 1984 I have been a regular reader of Electron User and I find the programming articles very useful.

On Page 31 of the May issue there is a long program called Keyboard Shortcuts. It says that non-Basic word variables or strings cannot be entered by single key presses using the function key.

I have written a short program which uses function keys to produce variable names and expressions. To use the program enter the four lines:

```
10 *KEY 1 "Length"  
20 *KEY 2 "PRINT TAB"  
30 *KEY 3 "WAIT=INKEY(100)"
```

Run the program. The key expressions will now be entered in the memory and will be produced when pressing Func-1, Func-2 and Func-3. A set of often used variables could be saved to tape and then loaded back before typing a new program. — Peter Nicholson, Newcastle upon Tyne.

● What you have done here is to program the function keys. You can assign any strings you like to all 10 of them. The strings are obtained by holding down the Func key and pressing 0 to 9.

The function keys referred to in Keyboard Shortcuts are obtained by holding down Func and pressing A to Z. These produce Basic keywords and you can't normally assign strings, variables or names to them like the numbered function keys. However, the utility

we presented does enable you to do this, and effectively increases the number of function keys from the normal 10 to 36 — 0 to 9 plus A to Z.

## Colourful kaleidoscope

I HAVE written a short program which continuously draws triangles of different colours and sizes. I think the effect on a colour monitor is amazing and that your readers will love it.

```
10 MODE 2  
20 A=INT(RND(1)*1000+1)  
30 B=INT(RND(1)*1000+1)  
40 PLOT 85,A,B  
50 PLOT 85,B,A  
60 GCOL A,B  
70 GOTO 20
```

— Timothy Long (aged 10), Marston, Oxford.

## A game by any other name...

WHILE in Florida a few weeks ago I went into an arcade and played a game called Super Mario Brothers by Nintendo. I enjoyed it very much and wondered if it could be brought out on the Electron? — Jeremy Savire, Bishop Wilton, Yorkshire.

● Killer Gorilla by Micropower is the Electron version of this arcade game. It was released around five years ago and you might be able to pick up a copy for as little as £1.99.

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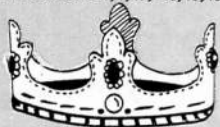
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◀ From Page 13

```

B(15,22)" CONTROLS "TAB(5,24)" Z
= Left * = Up "TAB(5
,25)STRINGS(30," "TAB(5,26)" X =
Down ? = Down "
370 COLOUR 128:COLOUR 2:PRINTTA
B(2,28)"(1) Hard (2) Moderate
(3) Easy"
380 COLOUR 1:PRINTTAB(2,30)" Se
lect difficulty Level? ( 1/2/3 )
"*FX21
390 REPEAT key$=GET$:key=INSTR(
"123",key$):UNTIL key>0 AND key<4
400 DLX=(key*3)+4
410 ENDPROC
420 DEFPROCinit
430 VDU 23,1,0,0;0;0:CLS
440 ENVELOPE 1,1,15,-10,10,10,-

```



```

10,15,126,0,0,-126,126,126
450 DIM SS$(24):level=0:lives=3:
SCX=0:QX=0:DWX=248
500 VDU 23,240,60,126,255,219,1
26,126,36,60,23,241,0,165,165,2
25,255,255,126
470 VDU 23,242,238,238,0,119,11
9,0,238,238,23,243,129,255,129,12
9,129,255,129,129
480 VDU 23,244,8,64,2,40,0,36,0
,146,23,245,24,60,126,126,122
,126,126
490 VDU 23,246,24,60,60,127,127
,60,60,24,23,247,0,0,0,255,0,0,
0
500 VDU 23,248;0;0;0;0
510 walkway$=STRINGS(18,CHR$242
):fuses=STRINGS(10,CHR$247)
520 lives$=STRINGS(3,"*CHR$24
0"):crowns$=STRINGS(5,CHR$241+" ")
530 path$=STRINGS(18,CHR$248):s
paces$=STRINGS(18," ")
540 ENDPROC
550 DEFPROCscreen
560 crowns=0:level=level+1:HXX=
0:HYZ=23
570 IF level=1 PROCsetup
580 VDU 28,0,24,17,1:CLS:VDU 28
,0,31,19,0
590 COLOUR 2:PRINTTAB(5,13)"STA
GE ":level
600 PROCsound(2,100,20,10,2,1)
:PROCdelay(75)
610 PRINTTAB(5,13)STRINGS(8," ")
)
620 COLOUR 3:PRINTTAB(9,0)crown
ss
630 FOR IX=2 TO 24
640 SS(IX)=spaces
650 NEXT
660 FOR IX=3 TO 24 STEP 7
670 COLOUR 131:COLOUR 1:PRINTTA
B(0,IX)walkway$:COLOUR 128
680 SS(IX)=walkway$:SS(IX-1)=pa
ths
690 NEXT
700 COLOUR 2:FOR LYX=2 TO 16 ST
EP 7
710 REPEAT:AZ=RND(8)*2:BX=RND(8
)*2:UNTIL AX<=BX
720 PROCladder(AZ,LYX):PROCladd
er(BX,LYX)
730 NEXT
740 COLOUR 6:PRINTTAB(17,2)CHR$
(245):SS(2)=LEFT$(SS(2),17)+CHR$(
245)
750 COLOUR 7:PRINTTAB(HXX,HYZ)C
HR$240
760 ENDPROC
770 DEFPROCplace_crowns
780 REPEAT RIX=RND(4):CX=X-RND(1
7)
790 IF RIX=1 CYX=2

```

```

800 IF RIX=2 CYX=9
810 IF RIX=3 CYX=16
820 IF RIX=4 CYX=23
830 UNTIL ASC(MIDS(SS(CYX),CX)+
1,1)=248 AND CYX<=HYZ AND CX<=H
X
840 COLOUR 5:PRINTTAB(CX,CYX)C
HR$241
850 SS(CYX)=LEFT$(SS(CYX),CX)+
CHR$241+RIGHT$(SS(CYX),18-(CX+1)
)
860 COLOUR 7:PRINTTAB(1,27)"Col
lect the Crown"
870 ENDPROC
880 DEFPROCmove_head:*FX21
890 HX=HX+(INKEY-98 AND HX<0)-
(INKEY-67 AND HX<17)
900 VY=HYZ+(INKEY-73 AND VY<2)-
(INKEY-105 AND VY<24)
910 IF HX<=HX2 OR VY<=HYZ ELSE
ENDPROC
920 WX=ASC(MIDS(SS(VY),HX+1,1))
930 IF WX=248 OR WX=243 OR WX=2
41 OR (WX=245 AND crowns>4) ELSE
ENDPROC
940 COLOUR 2:PRINTTAB(HXX,HYZ)C
HR$240:COLOUR 7:PRINTTAB(HX,VY)C
HR$240;CHR$
950 HX=HX:HYZ=VY:DWX=WX
960 ENDPROC
970 DEFPROCtake_crown
980 crowns=crowns+1:QX=QX+1:PRO
Cerase_crowns
990 PRINTTAB(CX,CYX)CHR$240
1000 SS(CYX)=LEFT$(SS(CYX),CX)+
CHR$248+RIGHT$(SS(CYX),18-(CX+1)
):DWX=248
1010 PROCsound(1,20,10,1,1,5):PR
OCdelay(50)
1020 ENDPROC
1030 DEFPROCset_question
1040 REPEAT QS=STRINGS(RND(level*10
))+CHR$(4+RND(4),1)+STR(RND
(level*10)):UNTIL EVAL(QS)=INSTR(
AL(QS)) AND EVAL(QS)>=1 AND EVAL(
QS)<level*20:*FX21
1050 COLOUR 1:PRINTTAB(1,27)spac
e$TAB(1,27)"What's "?QS" = ":AS"
":FX=0:OOTX=0:TIME=0
1060 COLOUR 5:PRINTTAB(4,29)CHR$
244:COLOUR 7:PRINTTAB(5,29)CHR$
244:COLOUR 8:PRINTTAB(15,29)CHR$244
1070 REPEAT:TX=TIME DIV ((DLX-le
vel)*10)
1080 COLOUR 8:PRINTTAB(15-TX,29)
CHR$244+" "
1090 KX=INKEY$0:IF KX<"*" AND ASC
KX<=47 AND ASCKX<=58 AS=AS+KX
1100 IF AS<=127 AS="":PRINTTAB
(16,27)" "
1110 COLOUR 6:PRINTTAB(16,27):AS
1120 UNTIL TX>9 OR (KX=CHR$(13)
AND LEN(AS)>0) OR LEN(AS)>2:IF TX
>9 OOTX=1
1130 answer=VAL(AS):question=EVA
L(QS)
1140 ENDPROC
1150 DEFPROCcheck_score
1160 PROCdelay(27)
1170 IF OOTX=0 AND answer=questi
on MS="That is Correct ":col=3:
PROCMessage:PROCsound(1,150,250,1
0,1,2):SCX=SCX+1:PROCupdate_score
:PROCdelay(50)
1180 IF OOTX=0 AND answer<questi
on MS="That is Incorrect ":col=5:
PROCMessage:PROCsound(3,60,50,-1
,1,1):lives=lives-1:PROCerase_liv
es:PROCdelay(50)
1190 IF OOTX=1 MS="Bomb has Expl
oded ":col=1:PROCMessage:FOR LIX=1
TO 4:VDU 19,0,1;0;0:VDU 19,0,0;0;
100,50,2,0,2):NEXT:VDU 19,0,0;0;
0:lives=lives-1:PROCerase_lives:PR
OCdelay(50)
1200 PROCdelay(27):PROCdelay(2
9)
1210 ENDPROC
1220 DEFPROCscore
1230 COLOUR col:PRINTTAB(1,27);M
S
1240 ENDPROC

```

```

1250 DEFPROCupdate_score
1260 COLOUR 3:PRINTTAB(19,25-SCX
):CHR$241
1270 ENDPROC
1280 DEFPROCsound(L,f,s,st,c,d)
1290 FOR IX=1 TO L:FOR J=1 TO s
STEP st:SOUND c,1,J,d:NEXT:NEXT
1300 ENDPROC
1310 DEFPROCgame_over
1320 CLS:COLOUR 130:COLOUR 0:PRI
NTTAB(0,0)STRINGS(20,""):TAB(0,1
)" DIFFICULTY LEVEL "(DLX-4) DIV
3" :TAB(0,2)STRINGS(20,""):C
OLOUR 128:COLOUR 1:PRINTTAB(4,7)
" You reached ":COLOUR 7:PRINTTAB(6
,12)"Stage ":level
1330 COLOUR 1:PRINTTAB(1,17)"and
your score was":COLOUR 3:PRINTTA
B(4,22):SCX" out of ":QX:COLOUR 5
:PRINTTAB(1,28)"Another Go? (Y/N
Y)"
1340 PROCsound(5,200,100,5,1,10)
:*FX21
1350 key$=GET
1360 CLS:lives=3:level=0:SCX=0:Q
X=0:DWX=248
1370 ENDPROC
1380 DEFPROCadder(x,y)
1390 FOR I=0 TO 7
1400 PRINTTAB(x,y+IX)CHR$(243)
1410 SS(IX)=LEFT$(SS(IX+IX),x
X)+CHR$243+RIGHT$(SS(IX+IX),18-(x
X+1))
1420 NEXT
1430 ENDPROC
1440 DEFPROCerase_crowns
1450 PRINTTAB(9,0)STRINGS(crowns
," ")
1460 ENDPROC
1470 DEFPROCerase_lives
1480 PRINTTAB(lives*2,0)" "
1490 ENDPROC
1500 DEFPROCexit
1510 PROCdelay(50)
1520 COLOUR 7:PRINTTAB(1,27)"Exi
t through door ":PROCsound(1,100,
250,10,1,3):REPEAT:PROCmove_head:
UNTIL HX=17 AND HYZ=2:DWX=248:PR
OCdelay(27)
1530 ENDPROC
1540 DEFPROCdelay(DX)
1550 TIME=0:REPEAT:UNTIL TIME=DX
1560 ENDPROC
1570 DEFPROCsetup
1580 COLOUR 1:PRINTTAB(0,0)lives$
S
1590 COLOUR 135:PRINTTAB(19,25)C
HR$32:COLOUR 128
1600 GCOL 0,4:MOVE SCX,44:DRAW 12
47,44:DRAW 1247,176:DRAW 34,176:D
RAW 32,44
1610 GCOL 0,7:MOVE 1246,224:DRAW
1246,1023:DRAW 1246,1023:DRAW 12
48,224:DRAW 1246,224
1620 ENDPROC
1630 DEFPROCdelete(y)
1640 PRINTTAB(1,y)spaces$
1650 ENDPROC
1660 *TAP
1670 *KEYO BX=PAGE-BEEO:FOR IIX=PA
GE TO TOP STEP 4:(IIX-DX)=IIX:NE
XT:PAGE=BEEO[MOLD]MNUMIN
1680 *FX138,0,128

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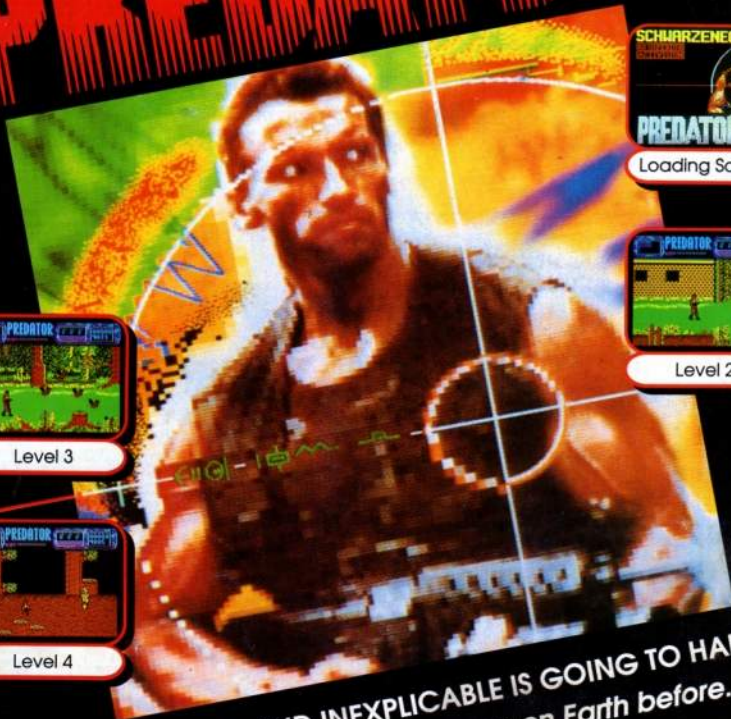
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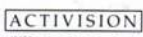
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